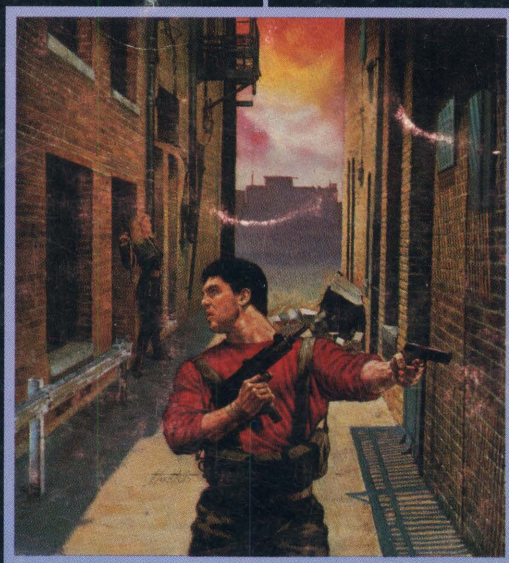


PHOENIX COMMAND™



High-Tech Weapon Data Supplement



LEADING EDGE
G A M E S

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ARMOR DATA TABLES

WEAPON DATA TABLES

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This **High-Tech Weapon Data Supplement** has been designed for use with other Leading Edge Games products, especially the **Living Steel™** role-playing system and the **Phoenix Command™** combat system. All the weapon and armor data required for futuristic warfare with those systems has been included.

The first chapter gives weapon descriptions, and includes a brief overview of the background and history of the **Seven Swords** story line. (Further details about this story are available in **Living Steel** and other **Seven Swords** games.) The second chapter defines the abilities and uses of various armors, while the third chapter gives the data needed for the weapons.

There are three types of weapons found in Chapter 3: **Point Fire Weapons**, such as lasers and automatic rifles; **Explosive Direct Fire Weapons**, such as rocket launchers; and **Grenades & Explosives**. A separate section defines the terms which are used with each type of weapon. Following Chapter Three are the Armor and Weapons charts, which contain the specific data for all weapons and armor, and separate them all by type and nationality.

Several references are made to rules contained in **Living Steel**. These should simply be ignored by players who do not have **Living Steel**.

1.1

OVERVIEW

This chapter describes the weapons used in the **Third Seven Worlds—Starguild War**, which was interrupted by the **Spectral™** invasion of known space. This time period corresponds to Tech Level 18 of the **Seven Swords** time line, Standard Date 2251 to 2345.

The primary combatants in the **Seven Worlds—Starguild wars** have been **Seven Worlds forces**, the alien **Dragoncrests™**, and the armies of the **Starguild Imperium**.

The long conflict between the **Seven Worlds** and the **Imperium** has its roots in the late 21st century, as Humanity first set out into the stars. At that time, the **Starguild** was formed, as a pact among the powerful to maintain their security, and as a means of controlling most of Humanity. The **Starguild** divided people into three hereditary classes: the **Starcaste**, owners of all advanced technology and the absolute rulers of society; the **Landcaste**, feudal overlords of individual planets; and the **Bondsmen**, workers who were trapped in lives of endless labor and little hope.

Many people were dissatisfied with the **Starguild Imperium**, and by 2140 the free **Seven Worlds** system, which contained seven habitable worlds in orbit around a single sun, was a rallying point for those who believed in freedom and justice, and who wanted the chance to control their own lives. Countless battles were fought on dozens of worlds, as the **Imperium** sought to destroy the **Seven Worlds**. In 2170, the **Dragoncrests** entered the scene. Rulers of a vast empire of their own, they considered the **Seven Worlds** system to be an irresistible prize, and joined in the battle, making war with both the **Seven Worlds** and the **Starguild**.

Assailed by two powerful enemies, the **Seven Worlds** system was at last overwhelmed in 2194, and the Imperial flag was raised in the system. War between the **Dragoncrests** and the **Imperium** continued, however, and the **Starguild** was unable to consolidate its gains. By 2220 the **Dragoncrests** were winning the war, and the sons and daughters of the **Seven Worlds** were able to rise up again, and resist the **Imperium**. Generations of warfare followed, still centered on the **Seven Worlds** system, until the closing years of the 23rd century, when the **Dragoncrests** suddenly withdrew to face an unknown threat from the other side of their empire. What remained of the battered **Seven Worlds** society fought a final engagement with the **Imperium**, and then vanished from known space with their entire space fleet. The victorious **Starguild** entered a **Golden Age**.

A generation later, in 2337, both the Dragoncrests and the people of the Seven Worlds returned to the Seven Worlds system as a united force, and the Third Seven Worlds—Starguild War was begun. This war was soon interrupted by the alien race which had distracted and devastated the Dragoncrests: the Spectrals. They invaded human space in force, their attack clearly aimed at genocide. All available Starguild forces rallied to face this new opponent, and contact with the Seven Worlds ended.

The Spectral invasion has been Humanity's greatest test. The mighty Starguild Imperium is collapsing under the onslaught and desperate struggles have broken out on dozens of worlds.

The weapons used in these conflicts have been divided into a number of categories and are described in the following sections.

1.2

LANDCASTE WEAPONS

The **Landcaste** do not possess stardrive or any of the related technologies. As a result, they serve as planetary monitors, governing the planets and colonies of the Starguild, and are subservient to their masters, the Starcaste. In return for their loyal service, and as long as productivity remains high, the Landcaste is rewarded with a heightened standard of living.

Landcaste weapons are similar to 20th century conventional arms. They fire high efficiency caseless munitions, using technology which has not progressed since 2010. The Landcaste have been held in check by their hereditary masters, the Starcaste, who carefully monitor Landcaste weapon technology.

A few elite Landcaste infantry, however, are armed with Starforce weapons. The number of these elites is carefully controlled by the Starcaste, and their equipment must be purchased and serviced by Starcaste representatives. Although the technology of these weapons could be within the capability of the Landcaste, the ban on their manufacture is never challenged. The Landcaste are not eager to irritate the Starcaste.

Flechette and Sliverguns

Flechette and sliverguns fire small metal darts. These darts are enclosed in a casing called a 'sabot' which protects the dart from damage during firing. After leaving the barrel, the sabot falls away, leaving only the dart to continue on. Dart diameters are given in the **Weapon Data Tables**. These long darts have a high sectional density, which gives greater penetration for the same bullet mass and velocity. Their effective range, however, is limited.

The limited range of flechette and sliverguns is due to their ammunition's inherent inaccuracy. Manufacturing tolerances and sabot ejection tipoff contribute to this inaccuracy. Data from the shaded portion of the Weapons Charts is for fire beyond effective range, and should only be used in conjunction with the **Ballistic Accuracy** rules of the **Advanced Phoenix Command Combat Supplement**.

Flechette guns fire unstabilized darts. They use their aerodynamic form for flight stabilization in an atmosphere.

Sliverguns fire fin-stabilized darts. Fin stabilization gives them a truer flight and longer effective range.

Ammunition is held head-to-tail in four tubes housed in a magazine which fits along the length of the weapon. A self-contained pressure unit within each magazine pressure feeds the ammunition to the firing mechanism near the butt end. This allows a high ammunition capacity without external protrusions. The magazines are completely sealed before use. Upon loading, the seal is broken, and the unit pressurized. This minimizes contamination and dirt entry into the weapon.

The weapon's firing mechanism has two twin chambers which function like a revolver. As each chamber passes its load tube, it is fed a round from the magazine. As it passes the barrel, it may be fired.

Assault Rifles

Assault rifles and machine guns are similar to the sliverguns of the preceding section, but fire conventional spin stabilized ammunition. This, while inexpensive, lacks the penetrating power of the flechette or slivergun. Spun ammunition, on the other hand, is very stable and accurate. It does not require the manufacturing precision of fin-stabilized darts, and except for greater recoil and weight, is comparable to sliverguns in performance. For this reason, the assault rifle is the standard Landcaste military weapon. The weapon's magazine and firing mechanism are similar to those of flechette and sliverguns.

The following are a number of Landcaste weapons.

AP5-8: 6mm Automatic Pistol

Light automatic pistol adopted by Landcaste law enforcement agents and Starfleet personnel. Popular for its light weight, high ammunition capacity, and light recoil, it is by far the most widely used sidearm.

This caseless munition weapon is similar to 20th century automatic pistols. Ammunition is fed from the weapon's magazine in a manner typical of 20th century pistols. The powder charge is contained in a cavity in the rear of the projectile. As there is no case to eject, moving parts are completely internal to the weapon. In case of a misfire, or to remove a chambered round, the top slide is pulled back and the round ejected. The external top slide only moves when manually feeding or ejecting a round.

AP6-8: 7mm Automatic Pistol

7mm version of the AP5-8 designed to provide greater stopping power. It is a common sidearm of the Landcaste military.

AP7-8: 7mm Automatic Pistol

This is a long barreled version of the AP6-8 and was introduced as the standard sidearm of Starmarine and Landcaste forces during the First Seven Worlds—Star-guild war. Today it is widely used by professional forces and is highly respected for its accuracy and hitting power.

FMP8: 1.5mm Flechette Machine Pistol

Compact machine pistol designed for clandestine operations. Its small size, light weight, and firepower make it a popular undercover weapon. Its short effective range limits its use as a military weapon, but its excellent short range characteristics make it popular with Starcaste and Landcaste bodyguards.

FMPX8: 2.8mm Flechette Machine Pistol

Compact machine pistol designed to defeat Power Armor at close range. This capability makes it popular with infiltration and high level security teams.

The FMPX8 offers a great deal of firepower in a small package. It is, however, rather heavy and has a limited effective range.

SMP8: 1.7mm Slivergun Sub-Machinegun

Standard Landcaste law enforcement weapon. It is a high velocity, caseless slivergun firing 1.7mm fin stabilized darts.

SMPGL8: 1.7mm Slivergun—Grenade Launcher

This popular Landcaste squad support weapon is a combination 1.7mm slivergun and 30mm grenade launcher. The five round semi-automatic grenade launcher is the primary system, with the slivergun serving as a backup weapon. The slivergun uses standard SMP8 magazines.

"Talk is cheap, but guns cost money."

Stuart Tank

SAR8: 2.1mm Slivergun Assault Rifle

Short range assault rifle used by Landcaste and Subcon infantry. Designed for use in built up areas, its lack of stand-off range is compensated by superior fire power at short range.

AR8L: 4.8mm Assault Rifle

Light assault rifle issued to Landcaste garrison troops and law enforcement tactical teams.

AR8: 6mm Assault Rifle

Standard weapon of the Landcaste military. Known for its hitting power and extended range.

SAW8: 6.9mm Squad Automatic Weapon

Standard light machine gun of the Landcaste military. It is issued as a squad support weapon.

MG8L: 6.9mm Machine Gun

Standard Landcaste machine gun. Handled by a two man team, it is the pivot of Landcaste fire team tactics. One man carries the weapon (29.4 lb), while the other handles the ammunition (usually 4 magazines in a shoulder-slung pack, weighing 28.8 lb).

The weapon's magazine is mounted forward of the firing mechanism. This location was chosen for ease of reloading and mass balance. The weapon has an internal ammunition transport system feeding rounds from the magazine to the firing mechanism. This feed system holds 24 rounds, so the weapon's maximum capacity is 24 rounds greater than the magazine capacity. When a magazine is loaded into an empty weapon, 24 rounds are drawn into this feed system. When the magazine is empty a warning light goes on. The weapon still has 24 rounds remaining in the feed system, but the magazine has been emptied and may be replaced. This minimizes downtime during sustained fire.

***MG8H: 10.6mm Machine Gun**

Standard Landcaste heavy machine gun. It is usually mounted on vehicles, but can be tripod mounted and serviced by a four man team in the field. One man carries the weapon without the barrel (54.3 lb), a second the barrel and tripod (64.4 lb), and the other two, 4 magazines each (66 lb each). The weapon is designed to hold 4 magazines at once for sustained fire; each additional magazine is mounted in front of the preceding one. When a magazine is empty, it automatically kicks clear and the next is pressure fed into place. To allow for this function, an **Advanced Aiming System** is mounted at the front of the weapon. (For its effects, see Section 1.3.)

1.3

STARFORCE WEAPONS

The **Starcaste** is the ruling class, made up of the hereditary members of the various consortiums and corporations which comprise the Starguild. Their technological monopoly gives them tremendous wealth, and allows them to dominate the rest of Humanity. Each Guild member has its own Starforce, with which it enforces its will.

Starforce weapons have been designed for use by troops in any environment. This ranges from zero "g" and vacuum conditions to those of a heavy corrosive atmosphere. As shipping and supply are major factors, most weapons are Lase models. Using rechargeable power packs, lase weapons save valuable shipping costs associated with expendable munitions. They also do not depend on an atmosphere for projectile stabilization as a flechette or slivergun does, and are not dependent on caseless munitions. (Caseless munitions are dangerous in many environments, because some atmospheres spontaneously ignite the propellants on contact. This means any leak into the weapon magazine could be disastrous.)

To fill the role of area weapons, a number of rocket and grenade launchers have been developed. These weapons are available in limited numbers and significantly increase the firepower of **Starmarine** forces.

All Starforce weapons have **Advanced Aiming Systems (AAS)**. The AAS is an optical and millimeter wave radar sighting system which provides multi-wave light amplifying and radar imaging. Radar ranging and indirect fire elevation and targeting are also provided. Weapons with AAS are marked with an asterisk (*). The effects of the AAS have already been included in all weapon data.

Gauss Guns

Gauss guns use a magnetic field to accelerate metal darts. These darts are similar to those used by sliverguns, but have no sabot. Gauss guns provide superb penetrating capability and better accuracy than sliverguns since they are not penalized by sabot ejection tipoff. Their disadvantages are a heavy power electronic package and high cost.

For many years, weight and cost limited the gauss machine gun's acceptance by Starforces. With the advent of **Power Armor** and its high cargo capability, however, the Gauss gun found acceptance and is today the standard Starforce infantry support weapon.

Lase Weapons

Lase weapons are powered by a rechargeable power pack stored in the pistol grip. To reload, simply exchange a fresh power pack for the spent unit. All Starforce small arms lase weapons use the same .4 lb **power pack**, which greatly simplifies supply; only the number of shots possible per pack changes. **Lase Battlepacks** and **Gauss Machine Gun Battlepacks** use larger power packs and cannot use the smaller .4 lb packs. Likewise, Battlepack power packs cannot be used by the smaller weapons.

Man portable lase weapons have a limited range, due to losses in atmosphere and limitations in the ability to focus the beam. The large aperture, or muzzle, is a focusing unit. The larger the diameter of this unit, the greater the range at which the beam can be focused. For practicality, lase weapons have a 55mm aperture which gives them a range of 100 hexes (200 yards). Larger apertures are heavy, expensive, and prone to damage.

Beyond the weapon's aperture range the beam can no longer be focused. It spreads and, as a result, penetration is reduced while the beam diameter increases. Some high power weapons are effective beyond their aperture range. For these weapons, the larger beam diameter results in a larger **Damage Class (DC)** beyond their aperture range.

Lase weapons have a number of power settings rather than ammunition types in the **Ballistic Data** section of the **Weapon Data Tables**. The first setting, marked (1), is for single shot fire. The other settings are for fully automatic fire and are the **Rates Of Fire (ROF)** in shots per burst. Note that the RID value for a lase weapon in fully automatic fire is less than the full power single shot setting.

A lase weapon's **Ammunition Capacity** gives the number of full power single shots which can be fired per power pack. **Each burst of fully automatic fire uses three (3) single shot charges of power independent of the ROF.**

Battlepacks

Battlepacks are designed for Power Armor infantry and arm their users with a variety of lethal weapon systems. A battlepack serves as ammunition rack, reloading system, and power supply, and may be reloaded weapon by weapon, or replaced as a unit. As a battlepack uses the suit's target designating systems and assumes the user is protected from back blast and recoil, no battlepack can be used by anyone not in Power Armor.

Battlepack weapons have no trigger and there are few breaks in their smooth outlines. They are connected directly to the suit's targeting system through a pickup in the pistol grip. All weapon commands are relayed directly through this pickup to

**"Blam. Blam. Blam.
Click. Click.
"Stop Police."**

Officer Cord Roberts
AKA "Rip-Cord"

mechanisms within the weapon. This means the user need never remove his hand from the pistol grip. Star Marines call this "keeping in touch".

The stock is usually a simple rod ending in a ball joint. This joint mates to a socket in the suit's shoulder, providing a firm, stable firing rest. The suit protects the user from the recoil pressure.

The bulky appearance of some of the weapons is due to armor. This protects the weapon from damage. The armor **Protection Factor (PF)** for backpack and weapon is given in the left column of the Weapon Data Tables.

The following are a number of Starcaste weapons. Model numbers preceded by an asterisk (*) are equipped with an Advanced Aiming System.

***GR8: 1.7mm Gauss Rifle**

The limited range of laser rifles led to the development of the Gauss Rifle. Gauss weapons use a magnetic field to fire a fin stabilized dart. Until recently, the weight of the magnetic assembly and power electronics has limited them to a machine gun role. Currently, a man-portable rifle is feasible.

This Gauss rifle is limited to semiautomatic fire as the weight of a fully automatic version exceeds Starforce weight limits. It provides Star Marines with a weapon with extended range capability, good penetration, and low ammunition weight. The power electronics and power pack are contained in a backpack. The power pack (.4 lb) provides power for 175 rounds of fire (7 magazines) and is the same as the one used in laser rifles.

***GMG8L: 2.8mm Gauss Machine Gun**

Standard Starforce machine gun, usually supported by Power Armor. When used by non-powered infantry it is handled by a three man team. One man carries the weapon (31 lb), the second the power electronics (36 lb), and the third 10 magazines (34 lb). Each magazine contains an expendable power pack.

***BP-GMG8L: Battlepack Light Gauss Machine Gun**

Standard Starforce GMG8L machine gun mounted in a Battlepack. The backpack carries 5 extra magazines and its power packs will sustain 6 magazines of fire. To fire more than 6 magazines, two fresh power packs (3.3 lb each) must be installed.

***BP-GMG8H: Battlepack Heavy Gauss Machine Gun**

3.3mm Gauss Machine Gun mounted in a **Cargo Carrier Battlepack**. This is the Starforce's standard heavy machine gun. The weapon (53.7 lb) is carried in one hand, spare magazine rack (21.6 lb) in the other, and the power pack/electronics in the backpack (81.1 lb). The spare magazine rack holds 8 magazines. The power packs can sustain 9 magazines of fire. For further capability four fresh power packs (4.5 lb each) must be placed in the backpack.

***LMP8: Starfleet Laser Machine Pistol**

Standard Starfleet machine pistol designed for combat within the delicate confines of a starship. Its high Damage Class (DC) power settings will incapacitate unarmored targets without penetrating ship interior partitions or equipment panels, while its single shot fire is capable of defeating Power Armor. The LMP8 has an advanced adaptive focusing unit which allows it to vary beam size to match desired penetration. This means that, unlike other laser weapons, it is capable of varying its Damage Class (DC) and penetrating power, as well as its Rate Of Fire. Against Power Armor, the standard small focal beam, single shot setting is used. Against unarmored targets, a variety of Rates Of Fire and beam sizes (Damage Classes) are available.

***DRGN: Laser Machine Pistol**

This weapon is not a standard military or commercial weapon. It was produced illegally by **Trident's RMBK division** shortly before the Spectral invasion. These weapons were not exported and those found are part of an unknown quantity produced at the RMBK plant. Like the LMP8, it has an advanced adaptive focusing unit and can adjust beam size to fit need.

"We would have believed it was an accidental shooting if he hadn't changed magazines TWICE."

Judge Legg

***LAR7: Lase Assault Rifle**

Standard Starmarine weapon during the Dragoncrest wars. More LAR7s were produced than the sum of all other models. Today, the LAR7 is still in service, but is no longer in production.

***LAR8: Lase Assault Rifle**

Standard Starforce lase weapon of the current period. It is an updated version of the renowned LAR7.

***LARGL8: Lase Rifle—Grenade Launcher**

Standard Starforce grenade launcher. It combines a 30mm grenade launcher with a standard LAR8 lase rifle. It is a common close support weapon particularly popular with Medium Combat Power Armored troops.

***LMG8L: Light Lase Machine Gun**

This light lase machine gun is a common Starforce squad support weapon.

***LMG8H: Heavy Lase Machine Gun**

Heavy lase machine gun providing excellent close support with extended range capability.

***GLB8A: 30mm Grenade Battery**

Tripod or turret mounted 30mm grenade launcher intended for vehicular use. It is an area saturation weapon commonly issued by the Starcaste to the Landcaste military for crowd suppression.

***RL8A: 70mm Rocket Launcher**

Shoulder fired low velocity rocket launcher effective against light fortifications and medium armored vehicles. It is breech loaded.

***RPG8A: 80mm Rocket Propelled Grenade**

Shoulder fired low velocity rocket propelled grenade launcher ideal for close combat support. It is a light, maneuverable, breech loading weapon.

***BP-GL8A: Backpack 30mm Grenade Launcher**

High velocity Backpack grenade launcher. It has a selectable auto-assisted reloading system which allows the user to selectively load ammunition of different types from the weapon's backpack magazine. To reload, the user swings the launch tube over his shoulder into the backpack loading system where it is automatically reloaded. The launcher is then removed for firing.

The BP-GL8A can fire standard 30mm grenades but usually uses its own high velocity ammunition. This high velocity ammunition will not feed in the SMPGL8, or LARGL8, as those weapons will not take the higher loads.

***BP-RR8C: Backpack 45mm Rocket Rifle**

The Rocket Rifle is the product of a top priority program which began shortly after the start of the Dragoncrest wars. It is a copy of the **Dragoncrest X3LR1** shoulder fired high velocity rocket launcher. During the Dragoncrest wars it was available in three calibers; 20, 35, and 45mm. Of these, only the 45mm version remains in service. This is a Backpack version of the weapon, designed to defeat Power Armor and armored vehicles at long to extreme range. Like the **BP-GL8A**, it has a selectable auto-assisted reloading system. To reload, the user swings the launch tube over his shoulder into the backpack loading system. A rocket is then automatically fed and armed after which the tube is removed for firing.

The Rocket Rifle was never popular with Starforces due to the expense of its ammunition. It saw limited service and was replaced by the Gauss Machine Gun.

***BP-RL8A: Backpack 70mm Rocket Launcher**

Battlepack RL8A rocket launcher with shortened tube and selectable auto-assisted reloading system (see BP-RR8C).

***BP-RPG8A: Backpack 80mm Rocket Propelled Grenade**

Battlepack RPG8A with selectable auto-assisted reloading system (see BP-RR8C).

“ . . . and grenades are also useful for digging foxholes, removing unwanted shrubbery, unclogging drains . . . ”

Art's Book of Explosives
for Pyromaniacs

1.4

SEVEN WORLDS WEAPONS

Seven Worlds forces of the Third Seven Worlds—Starguild war are a quickly assembled body of rebels and volunteers. Their weapons vary with unit and availability. Most rebel forces are armed with standard Starforce weapons, while volunteers carry whatever is available, typically Landcaste weapons.

Exceptions to this are a few units reported armed with **Seven Swords Power Armor**. This Power Armor is not produced within the Starguild, and up to this time has been thought extinct. It has not been seen since the fall of the Seven Worlds to Starguild forces decades ago. Currently, updated models are reported in action against Starguild forces. The primary weapon systems of Seven Swords Power Armor are **Seven Swords Battlepacks**. These Battlepacks are based on Dragoncrest models, and were developed during the **1st and 2nd Seven Worlds—Dragoncrest Wars**.

The expense of maintaining and manufacturing Seven Swords style Battlepacks has kept the Starguild from putting them into production. Such systems are designed for a small and highly trained fighting force. The Starguild has always relied on numbers and area saturation weapons rather than the quality of individual infantry. They prefer the BP-GMG8L and BP-RPG8A, which can be produced at a far lower cost and are more useful against unarmored targets.

***7SL8: Seven Swords Battlepack Lase Cannon**

Sturdy, formidable lase cannon designed specifically to defeat Power Armor and armored vehicles. It can only be used with Seven Sword Power Armor and power packs. The backpack contains six 2.5 lb power packs.

***7SLR8: Seven Swords Lase/Rocket Twin Battlepack**

The 7SLR8 is a dual weapon system. It combines a high power lase cannon and 15mm rocket rifle into one deadly system. This allows the user to engage targets efficiently at both long and short range.

Data for the lase rifle is found in the Point Fire Weapon section. Data for the rocket rifle is found in the Explosive Direct Fire Weapon section. The lase rifle is powered by two 2.5 lb power packs contained in the backpack. Power is transferred through an armored umbilical from backpack to weapon. The backpack contains a selectable auto-assisted reloading system for the rocket rifle. This reloading system is described in the BP-RR8C weapon entry.

***7SLG8: Seven Swords Lase/Grenade Twin Battlepack**

The 7SLG8 is a dual weapon system combining a high power lase cannon and 30mm grenade launcher. It is designed for maximum firepower in close contact with Starguild forces.

Data for the lase rifle is found in the Point Fire Weapon section (7SLR8 entry). Data for the grenade launcher is found in the Explosive Direct Fire Weapon section. The lase rifle is powered by two 2.5 lb power packs contained in the backpack. Power is transferred through an armored umbilical from backpack to weapon. The backpack contains a selectable auto-assisted reloading system for the grenade launcher. This reloading system is described in the BP-RR8C weapon entry.

1.5

SPECTRAL WEAPONS

Not a great deal is known of the Spectral homeland or origin. What is known is that they are an entirely alien race which operates with a hive mentality. They do not exist as individuals and are separated into four distinct types: **Minor Workers, Major Workers, Minor Warriors, and Major Warriors**. Each class has a specific function within

their communities but the exact nature of their command, economy, and civilization remains unknown.

Spectrals control a number of subject races. To date, two such races have been identified, the **Trank** and **Slozek**. The Trank are used as technicians, the Slozek as light infantry. It is surmised that all Spectral weapons and equipment are manufactured by the Trank.

Spectral equipment is a direct copy of Starguild models. These copies are identical in all respect to Starguild originals and may be identified by the fact they all bear the same serial and lot number. Weapons which have been copied are the LAR8, LMG8L, LMG8H, GMG8L, LARGL8, RL8A, and RPG8A. Spectral Workers and auxiliary troops are bipedal with limbs well suited for using these weapons. Weapons are generally carried, used, and serviced without modification of the basic Starguild design.

Spectral Warriors, however, significantly modify their weapons. As they are designed purely for war, these bipeds assimilate their weapons into their own body structure. Exterior panels and handles are removed and muscle groups are grown for operating the weapon's internal mechanical features. This makes the weapon a permanent feature of a Spectral Warrior. It is reloaded and its parts serviced as any Starguild weapon, but it is now part of the Warrior with muscle groups specifically designed for its function. If the weapon is damaged, it is rejected and a replacement assimilated. This assimilation takes three hours.

While the majority of Spectral weapons are of Starguild design, new weapons of original design have been reported. One such is the **X7MP1**. This design cannot be traced to Dragoncrest or Starguild, but is built with manufacturing techniques unique to Dragoncrest technology. Speculation indicates a possible collusion between the Spectrals and the Dragoncrests. If confirmed, that alliance would tip the balance further in the Spectral's favor.

X7MP1: Spectral Machine Pistol

This weapon has been transported to many planets by Spectral invasion forces. It is a light, compact machine pistol firing 7.3mm explosive rounds. Tens of thousands of the weapons are dispersed by the Spectrals on target worlds during the chaos surrounding each invasion. This weapon cannot harm Spectral Warriors and has been designed specifically for humans to use on each other, especially in internal warfare among displaced civilians.

1.6

Grenades are normally impact detonated, but also have a timer and ground sensing detonator.

The timer is a standard delay fuse with a binary clock, and can be set from one tenth of a second to 58.25 hours.

The ground sensing detonator will detonate upon detection of a 30 lb or larger object moving within one hex of its location. To place a ground sensing charge, the grenade is set to the ground mode for detection range of zero to one hex. The timer is then set and determines a safe time during which the ground sensor is inactive. After this time, the ground sensor is armed and will detonate upon detection of a 30 lb or larger object moving within its detection range.

Grenades attach directly to a **Combat Suit** or fighting harness and have a safety switch. In safe mode, they are inert. In arm mode, the grenade may be removed by pressing dual release clasps. Upon release it is fully armed. The Arm Time entry gives the time to release and arm the grenade. Once armed it may be thrown, its timer set, or its ground sensing system activated.

All grenades have a bonding agent at their base. When activated, they may be stuck on walls, ceilings, or vehicles, or similar surfaces.

The following is a brief description of common combat grenades and mines.

GRENADES AND EXPLOSIVES

G-F8A: Starfleet Fragmentation Grenade

Small fragmentation grenade with limited explosive and fragmentation effects. This grenade is designed for use in commercial starcraft and can be used to knock out a vehicle's crew without destroying the vehicle.

G-F8B: Fragmentation Grenade

Small fragmentation grenade whose size and weight allow a number to be carried. This grenade is designed for clearing buildings.

G-B8B: Blast Grenade

Blast grenade similar to the **G-F8B** except it has no fragmentation sleeve and has an increased explosive charge. It is the same size as the **G-F8B** and has a protruding ridge on its case for easy identification.

G-F8C: Fragmentation Grenade

Standard fragmentation grenade of both Starforce and Landcaste military. Its fragmentation sleeve contains metal spheres of armor piercing materials for improved penetration.

G-B8C: Offensive Grenade

Nonfragmenting version of the **G-F8C**. It is the same size as the **G-F8C** and has a protruding ridge on its case for easy identification.

MGL-8A: Hydra—Multiple Grenade Launcher

The Hydra is a disposable unit which deploys to a 15 inch length for firing. It functions like a standard grenade launcher, but fires three grenades simultaneously. The detonation range of the first grenade is set during sight deployment. The second grenade explodes 1 hex further downrange, and the third 1 hex beyond the second. The minimum detonation range of the first grenade is 6 hexes. After an arming distance of 6 hexes the grenades may be impact detonated.

The Arm Time includes the time to deploy and set the detonation range. Weapon accuracy and aim time are handled as if the weapon were a grenade launcher. The Aim Time Mods are identical to those for an **AP5-8** pistol. The Weapon Data Table contains data for one of the three grenades. Damage from each is done separately.

M-CBU8B: Cluster Bomb Unit

Small Cluster Bomb Unit usually used as a mine. It has a ground sensing detonator (sensitivity range 0 to 5 hexes) and a radio detonator receiver. The mine may be buried up to four inches deep in loose ground. When activated, a small charge lifts it out of the ground and ejects 7 grenades. These grenades detonate on impact, one into each hex within a 1 hex range of the mine. The Weapon Data Table contains data for one of these grenades. Damage from each is done separately.

M-CBU8C: Cluster Bomb Unit

Larger version of the **M-CBU8B** which functions in the same manner.

M-F8B: Flechette Mine

This flechette mine has the same ground sensing and detonating system as the **M-CBU**. When activated, a small charge lifts it from the ground and detonates it. It is a single grenade which fires 300 armor piercing flechettes. These flechettes are effective against Power Armor and light vehicles.

2.1

NONPOWERED ARMOR

The Armor Data Table located on page 20 defines a number of body armors and gives their weights and armor **Protection Factors (PF)**. The larger the PF, the greater the protection. The PF measures protection against penetration. If the weapon's RID is less than or equal to the PF, the armor stops the projectile. The BPF measures

armor stiffness and is used in the **Advanced Phoenix Command Combat Supplement**, as well as **Living Steel** and the **Phoenix Command Hand-to-Hand Combat System**, to determine the amount of **Blunt Trauma**.

The **Armor Data Table** separates armor Protection Factors (PF) into four areas; head, visor (Eye/Nose hit location), body, and limbs.

These unpowered armors are used by Landcaste and Starforce troops throughout known space. Body armor has become a standard piece of equipment in even the poorest military.

Flexible Armor

Flexible armor is made from flexible bullet resistant material. It is light, flexible, and comfortable to wear. Usually worn under normal clothing, flexible armor is worn by all off duty military personnel.

Combat Suit

A Combat Suit is a vacuum isolation suit made of flexible armor. It may include a life support system with air rebreather and thermal control. The life support system draws air, water, and power from a small backpack. This backpack provides a rated capacity of 24 hours. For extended use, extra backpacks can be carried. A backpack designed for operation in a lethal atmosphere weighs 7 pounds. Backpacks for worlds in which breathing air can be filtered from the atmosphere weigh 2 pounds.

The Combat Suit not only protects the user from his environment, it provides autonomous puncture repair and medical aid. When the suit is punctured, it automatically attempts to seal the breach. The chance of its successfully accomplishing this depends on the Damage Class of the injury. The wounded man should roll a 1-10 random number each time he takes a penetrating hit. If the number rolled is less than the Damage Class of the injury received, the suit failed to seal. If he is in a hostile environment, this is a major problem. If he is still conscious he can attempt to patch the hole with a sealing unit located in the palm of each hand. Using this unit takes only 1 Action Count and all he need do is place the unit over the breach. Chemicals released by the suit in the breach location will automatically activate the sealing unit. The system does not work for punctures he cannot reach.

The medical aid system of the Combat Suit is simple and effective. Whenever the suit is punctured, and the user's body functions indicate he has been incapacitated, the suit automatically constricts about all wounds. This limits bleeding and doubles the injured's **Critical Time Period (CTP)**. The suit then activates a homing beacon and continues to monitor body functions. When the user's body functions indicate impending death, the suit injects him with the drug **Oxyspan (Living Steel, Section 3.4)**. This increases his Critical Time Period by two hours, or 100 times his CTP, whichever is less. Only one dose of Oxyspan can be taken, and at this point the suit has done all it can. If the user dies, it modifies its beacon signal letting would-be rescuers know there is no need to hurry.

It should be noted that Landcaste Combat Suits are not vacuum rated, and do not have any puncture repair system.

Armor Panels

Armor panels are rigid armor plates which fit over a Combat Suit. They greatly improve protection, at the expense of weight. They are worn by any force expecting to come under fire. The level of protection worn depends on the threat expected and strength of the user. The Starforce and Landcaste military require a soldier to have a Maximum Speed of at least 4HPP at full combat load.

DRGN Armor

DRGN armor is a Combat Suit of unknown purpose developed by Trident's RMBK facility on the planet Rhand. It has all the features of a standard Combat Suit, as well as built-in ice and rock climbing equipment, and is made of a metallic material whose purpose and origin remains unknown. RMBK efforts in weapon research were strictly forbidden by the Starguild, and the security under which the program was run had not been penetrated before the unexpected Spectral invasion.

POWER ARMOR

Power Armor is a full coverage exoskeleton with power supply and servos. First developed by the Dragoncrests, it was adopted by the Seven Worlds because it maximized the effectiveness of their limited manpower. The Imperium was forced to begin fielding Power Armor units in response, although they still prefer more numerous, and cheaper, non-power units.

Power Armor requires the user to have surgically implanted reference nodes. These nodes are small metal plates implanted on the bone to monitor and control limb and suit movement. It provides night vision, acts as a vacuum isolation suit, and can withstand temperatures up to 800 degrees Fahrenheit for extended periods. It can filter breathing air from the atmosphere, but normally draws from its own air tanks. In hand-to-hand combat, the wearer does six (6) times normal damage.

Power Unit

Power Armor runs off a rechargeable power unit which is usually recharged after every 24 hours of operation. Recharge may be performed using a **Power Receiver**, **Grav Vehicle** power plant, or **Expendable Power Pack (EPP)**. The number of EPP required to recharge the power unit is given in the Armor Data Table under the EPP column. EPP are portable, single use power cells. Each weighs ten pounds.

Bicomp

The Bicomp is the suit's computer and target designator. It regulates suit movement, sensors, equipment, communications, and balance, and passes all significant information to the suit's wearer. In action, the wearer and the Bicomp are a team with the best attributes of both human and computer.

The **Bicomp 8** is a state of the art processor. It responds to voice and physical commands and can be programmed to take control of some suit functions if the user becomes incapacitated. Simple activities, such as activating medical circuits, maintaining communications, and crawling toward safety, are possible; other actions, such as aiming and firing, or walking upright, are not a part of standard programming. The Bicomp 8 is a sophisticated processor capable of complex programming, but does not have its own intelligence. It is capable only of preprogrammed decisions.

Trident's RMBK team on Rhand was working secretly on a Bicomp with artificial intelligence, called the **Bicomp 9**. Such research violated all conventions of the Star-guild, and the project was destroyed during the Spectral invasion of Rhand.

Medical Aid

Power Armor contains all the medical aid features of a Combat Suit, in addition to an **Auto-Medic Kit (Living Steel, Section 3.4)** and an improved puncture repair system. The improved sealing system allows the user to roll a 1-20 number in determining whether the sealing system functions or fails (Combat Suit, Section 2.1).

The armor also contains 12 injectable drug cartridges (**Living Steel, Section 3.4**). These injections may either be self-administered or given to others. When administered to others, a special port in the tip of the index finger is used. To inject a person wearing Power Armor, the injection must be made through a special port at the base of the helm, which takes 8 Action Counts.

Armor Panels

Power Armor has replaceable armor panels which mount to an internal structural frame. The frame provides all joints, hydraulic mounts, equipment mounts, and structural strength. The size and strength of the frame depends on the suit's **Combat Load** and armor weight.

Power Armor comes in a number of models, each designed around a particular frame, and to fill a particular role. In the Starforces there are three primary roles; heavy, medium, and light Power Armor. Each differs in gross weight and resulting

ground pressure, which determines what applications it may be used for. Heavy Power Armor is used in ground combat, Medium Power Armor within buildings and structures, and Light Power Armor within Starfleet vessels. Starforces have optimized a specific model for each role. These models are not interchangeable.

The Seven Worlds does not have the luxury of specific models to fit each combat role. Their Power Armor is designed to handle all roles by making their armor panels non-load bearing and easily removable. Starforce armor panels can only be replaced at a repair facility.

Seven Swords armor panels can be removed, in part or totally, under field conditions and without affecting the suit's function. Anyone skilled with Power Armor may make the adjustment, although usually repair technicians do the work. The Bicomp will automatically adjust for changes in mass loading. The standard heavy frame can therefore be easily adjusted to function as either Medium or Light armor in just a few minutes. While not as efficient as its Starforce counterparts, this ability allows a Seven Swords Power Armor soldier to serve in all types of combat, minimizing the Seven Worlds personnel needs, and also allows the armor panels to be replaced with special function panels such as smoke devices, small grenade launchers, and electronics packages. These are referred to as **Auxiliary Packs** (See Section 2.5.).

Hydraulic System

The suit's motion is powered by two redundant hydraulic systems. Either one will provide full function. The two for one redundancy improves reliability and survivability. It also provides the capability for **boost power**, which uses both hydraulic systems simultaneously, rather than one. It consumes twice the power and generates twice the waste heat, but allows the user to jump further, accelerate quicker, and produce greater static strength.

Boost power is limited to short emergency actions, and can fatigue and damage the suit if used at full Combat Load. In game terms, this allows someone using Boost Power to perform certain actions which are beyond the suit's normal limitations. The wearer may jump 40% further, lift or push with twice as much force, or carry 4 times normal Combat Load at low speeds (2 HPP maximum). Each phase the wearer attempts to prolong one of these feats, or moves at a higher speed, there is a 10% chance of significant damage being done to the structure of the suit. Each time damage occurs, the Action Count cost for all uses of the limb involved is doubled.

Defensive Systems

Even with its tremendous offensive capabilities, Power Armor is primarily a defensive system. It was originally designed to protect the wearer from explosive concussion and penetrating damage, and the power necessary to move the armor naturally resulted in greater carrying capacity. This in turn allowed heavier and more lethal weapons to be carried, as well as the wide variety of sophisticated defensive measures built into the armor.

To confuse enemy auto-detection and targeting systems, the outside of a suit of Power Armor has **radar damping surfaces** and a passive **spectrum regulation system**. This system controls the reflection of light striking the armor, allowing it to produce any color or pattern of colors desired. This provides a chameleon-like ability and enhances stealth and concealability in any environment. Pattern color and shape are controlled by the suit's Bicomp. In noncombat conditions, this system is used to display badges of rank, unit logos, and color schemes which take the place of uniforms.

The release of heat is kept to a minimum, and is directionally emitted from the backpack. This reduces the thermal profile when viewed from the front. In an emergency, the suit can go to maximum shutdown, with waste heat stored in a **thermal dam**. This dam has a one hour capacity in maximum shutdown mode, and a one minute capacity at normal operation. After that time, normal thermal emission must be resumed to prevent overheating. This thermal dam can be emptied by spending one minute at maximum shutdown with normal thermal emission.

"Death is the only acceptable form of amnesty."

Captain Austine D. Blackwell

Visual Sensors

Power Armor contains two sets of visual sensors; a wide angle **Bifocal Unit** mounted on top of the helm and a tight angle **Gun Camera** mounted at eye level on the external armor visor.

The Bifocal Unit acts as the eyes of a man in Power Armor when he has his **Armor Visor** closed. It is a multiwave optical camera and millimeter radar, which provides bifocal optical light amplifying imaging as well as radar ranging and imaging. This means that the wearer can see through fog, clouds, and common smoke screens, as well as being able to magnify individual objects as a 40x telescope.

The Armor Visor is an opaque armor plate protecting the eyes. If the Bifocal Unit is destroyed, the Armor Visor must be opened if the wearer desires unrestricted vision. With the Armor Visor open, protection of the Eye—Nose hit location is provided only by a transparent shield of PF = 10, shown in the armor table as the Visor.

Each time a target in Power Armor is hit in the **Forehead** or **Head Glance** hit location, there is a 25% chance that the hit strikes the Bifocal Unit. If the Bifocal Unit is hit by a shot whose RID is greater than 10, the unit is destroyed. Further penetration is resisted by the suit's external armor.

The Gun Camera is mounted outside the Armor Visor and is provided so the user can fire weapons which have no Advanced Aiming System with his Armor Visor closed. If the Gun Camera is destroyed, and the user does not open his Armor Visor to aim, he fires with an ALM modifier of -4. Each time a person in Power Armor is hit in the Eye—Nose hit location there is a 10% chance the Gun Camera is hit. If the shot's RID is greater than 10, the Gun Camera is destroyed. Further penetration is resisted by the suit's Armor Visor.

The Armor Visor also includes an external holographic display. This display is often used to project the user's face during normal conversation, thereby improving personal communications and interactions. This display is controlled by the suit's Bicom and may be used to display maps and information, diagnostics and schematics, or video imagery. Troops often use it to personalize their armor, although such display violates regulations.

As stated earlier, Starforce weapons are equipped with an optical and millimeter wave radar sighting system. These Advanced Aiming Systems (AAS) function much like today's optical scopes, but provide light amplifying and radar imaging as well as radar ranging. Power Armor is equipped with a hand grip pickup which hooks it directly to the Advanced Aiming System. The AAS is thus directly connected to the suit's target designator screen bypassing the external gun camera. This allows Power Armored troops to use the weapon mounted AAS as a remote visual sensor. The AAS provides only tight angle field of view, but is useful since the weapon can be stuck around cover for observation and firing without exposing the user.

For unrestricted movement and visibility, all visual sensors must be fully functional. If a character loses his weapon's AAS, he may switch to his Armor Visor's Gun Camera without penalty. If both the AAS and Gun Camera are out, he may use his Bifocal unit for aiming with an ALM of -4, or open his Armor Visor for unrestricted aim.

If the Bifocal unit is out, the character may use his Gun Camera or AAS for limited vision. He can fire his weapon without penalty but his movement is limited to 2 HPP and his Field of View drastically reduced. Opening his Armor Visor frees him of any visibility restrictions.

Ground Sensors

Power Armor has both active and passive ground seismic sensors which warn of potentially dangerous footing or structures that will not support the user's weight. They are located in the feet of the suit and in passive mode can sense the movement of ground vehicles in the distance.

Ultrasonic Sensors

Power Armor has ultrasonic sensors which allow the user to navigate in smoke screens. This system is used whenever the standard optical and radar systems are

"Standing behind the girl
won't do you any good,
she'll only stop 3 points."

Ronald Unreasonable
King of Vissers

blocked. Its image resolution is coarse and it cannot pick up objects smaller than six inches in size. When the user is stationary this system can be used as a motion detector. As a motion detector it has a range of 100 hexes and resolution of six inches. This system is located with the Bifocal Unit. If the Bifocal Unit is destroyed, the Ultrasonic Sensors are also destroyed.

2.3

POWER ARMOR CHARACTER GENERATION

Power Armor is a self contained, hydraulically powered weapon system. Because of its hydraulic nature, the user's running speed and the load that can be carried are more a function of skill and suit design than strength. The speed the user can maneuver, his Combat Actions, is still to some extent a function of strength.

Maximum Speed

A Power Armored character's Maximum Speed (MS) depends on his Power Armor skill and suit design. This Maximum Speed, in hexes per phase, is found on the Power Armor Data Table and does not depend on his Strength characteristic. This speed assumes the user is at least 7th skill level in the Qualified Skill of Power Armor. If he is 4th to 6th level, his Maximum Speed is one-fourth the value listed. If he is 1st to 3rd level he cannot move safely over speeds of 2HPP.

Combat Load

The Combat Load is the maximum equipment weight that can be carried into combat. This weight is given in the Power Armor Data Table and depends on suit design. It is limited by the suit's structural capability during combat accelerations and is based on weights in a one "g" environment. Even if fighting in low "g" conditions, this Combat Load cannot be exceeded; it is the mass that limits the suit, not the weight.

Noncombat Load

In noncombat conditions where the user can carefully and slowly walk and maneuver, the suit's Combat Load can be exceeded through the use of Boost Power. Up to four times the Combat Load can be carried at low speed (less than 2HPP), but no quick accelerations or movement are possible. This is discussed in greater detail in the Section 2.2, on the Hydraulic System.

Combat Actions (CA)

A Power Armored character's Combat Actions (CA) depend on his Strength, Agility, and skill. While the Power Armor provides the actual power for motion, it is the user's abilities which dictate the speed commands can be carried out.

To find a Power Armored character's Combat Actions (CA), find his Maximum Speed (MS) using **Tables 3A and 3B (Living Steel)** for an Encumbrance of 10 lb. Cross-index this MS with his Intelligence Skill Factor on Table 3D to find his CA. Note that this MS is used to find the CA only; his actual maximum running speed is given on the Power Armor Data Table.

2.4

POWER ARMOR DESCRIPTIONS

The following are a number of Power Armor models used during the Third Seven Worlds—Starguild war and Spectral invasion. The majority of these are Starguild models.

Heavy Combat Power Armor (HCPA)

HCPA is the standard Starforce ground combat model. Its gross weight is 900 pounds and is limited by its resulting ground pressure. Heavier models are too heavy

**"Like Heavy Metal?
How about 900 lbs. . ."**

Imperial Guard recruiting poster

for common ground conditions and the 900 lb gross weight limit has become standard. Eighty percent of all Starmarine Power Armor units are armored in HCPA.

Medium Combat Power Armor (MCPA)

MCPA is found in Medium Power Armor units and is used in areas where the footing, whether ground, building, or other structure, will not support the weight of HCPA. MCPA units are used in city and street fighting and are made up of recruits showing the highest initiative and morale, as these play a key role in close combat.

Light Combat Power Armor (LCPA)

LCPA is Starfleet Power Armor designed for use onboard military starcraft, as MCPA and HCPA are too heavy for this role.

While Power Armor is a minority within Starmarine forces, the Starfleet infantry which serves in space is entirely Power Armor trained and equipped. They are a small and highly trained body of men, and are rarely employed in ground combat.

Skiffdress

Skiffdress is a light Starfleet Power Armor designed for use on commercial starcraft. Commercial vessels are not built to military code and cannot be counted on to support the weight of LCPA. All boarding and search of commercial vessels is handled by Skiffdressed Starfleet power infantry.

Slow Cargo Carrier (SCC)

SCC is designed specifically for supporting non-power infantry. It has a maximum speed sufficient to keep pace with non-powered infantry, and a high Combat Load. It is used by Starmarine forces, and a few Landcaste elite units, to carry ammunition, Battlepacks, and heavy ordinance.

Fast Cargo Carrier (FCC)

FCC is similar to SCC and serves a similar support function, except that its greater Maximum Speed allows it to keep up with power infantry. It serves as ammunition and heavy weapons bearer for Power Armor units.

Scout

Scout Power Armor is used by forward observers and scouts. It is a high speed Power Armor with expanded sensor and communication payload.

Crew

Crew Power Armor is worn by the crew of fighting vehicles. It protects them from shrapnel and concussion, thus improving overall vehicle survivability. It has extended life support and communications capability, designed to improve a downed man's chance of rescue.

7SPA Seven Swords Power Armor

7SPA was developed on the Seven Worlds long before the Starguild introduced Power Armor into service. It is based on Dragoncrest Power Armor, and was developed during the Seven Worlds' many battles with the Dragoncrests and the Starguild.

Currently, 7SPA is the ultimate in human Power Armor systems. Its principal weapon is the Seven Swords Battlepack, but a variety of auxiliary packs round out the system. These auxiliary packs are unique to the user's tastes and style of combat. Dozens of varieties are in use; a few have been listed in Section 2.5.

Seven Swords Power Armor can be adapted to three configurations, all of which are derived from the same model. The first has a ground pressure equivalent to Starforce HCPA. The second has an outer layer of armor panels removed, reducing the ground pressure to MCPA class, while the third has been stripped to its basic frame and has a ground pressure equivalent to Starforce LCPA. This configuration is used for Starfleet operations.

SEVEN SWORDS AUXILIARY PACKS

The following are a number of Seven Swords Auxiliary Packs. These units attach directly to the power armor's frame or armor panels. The weights and PF protecting the pack mechanism are given in the left column of the **Weapon Data Tables** or with each pack description in the text that follows.

***7SFP-AP Flechette Pistol** Weight = 4.2 Weapon PF = 8

This Seven Swords Flechette Pistol is installed in the outer forearm armor panel. Seven Swords Battlepacks are armored systems whose weight limits their quick response ability. The 7SFP-AP gives the user a fast, light weapon in his off-hand. Rather than traverse the heavy Battlepack in response to surprise, the user can rapidly swing his 7SFP-AP to bear.

Weapon data for the 7SFP-AP is found in the Point Fire Weapon section. It has its own gun camera.

***7SGP-AP Grenade Pistol** Weight 4.5 Weapon PF = 8

Small Grenade Pistol installed in the outer forearm armor panel. Weapon data is found in the Explosive Direct Fire Weapon section. It has its own gun camera and must be manually reloaded.

7SSP-AP Scatter Pack Weight 3.0 Weapon PF = 8 Ammo 1.0

The 7SSP-AP may be mounted to the shoulder near the base of the helm, or to the inner wrist panel. It is a single use explosive which fires flechettes in a 60 degree cone. The number of hits on targets in this cone is the same as for a **G-F8C Heavy Fragmentation Grenade**, but the RID and DC of each hit is as if it were from an **M-F8B Flechette Mine** (Grenades and Explosives section). The shoulder mounted unit pivots to cover the 180 degree field of fire off the shoulder, in three 60 degree sections.

Each unit takes 1 Action Count to traverse 60 degrees and may be fired as it bears (No odds of hitting rolled) The Ammo entry gives the weight of a Scatter Pack reload. Reloading must be done manually and takes 12 AC.

7SSm-AP Smoke Generator Weight 3.2 Mech PF = 8 Reload 2.4

The Smoke/Chaf auxiliary pack mounts to the front or rear thigh panel. It is a multiple use smoke/chaf generator which creates an opaque smoke screen of radius 2 hexes (Smk = 4). The unit may be started and stopped upon command, with total smoke generation per charge of 60 phases. The smoke is generated at the user's position. If he is moving a screen can be laid. This screen is one hex wide and follows the user's path during generation. It last 20 phases and blocks vision, radar, and infrared detection. It reduces the RID of lase fire by 10 points per hex crossed.

7SSmL-AP Smoke Launcher Weight 3.0 Mech PF = 8 Reload 1.8

Shoulder mounted Smoke Launcher with a 180 degree field of fire off the shoulder. When fired it creates a smoke screen one hex wide traveling 7 hexes per phase for two phases. The smoke has the same effects as that in the 7SSm-AP entry. It may be fired three times before reloading, and each reload contains three charges.

7SED-AP Explosive Damper Weight 5.4 Mech PF = 8 Reload 4.5

Thigh mounted anti-explosive package which covers an area of 1 to 4 hex diameter centered about the user in airgel. This airgel is opaque, last 60 phases, and has the effects of smoke/chaf given in the 7SSm-AP entry. In addition to screening, it dampens the concussion effects of explosives (Blast Modifier = 0.1). It will dampen only one blast, after which it is atomized. When activated, the screen forms almost instantly (5MPC) in a circular pattern. Up to 16 one hex, 4 two hex, 2 three hex, or 1 four hex diameter pattern can be made per pack.

POINT FIRE WEAPONS

Detailed weapon data is provided in the following sections. This data is used by both **Living Steel** and the **Phoenix Command Combat System**. Those familiar with the combat system will recognize most of the weapon values. The shaded and optional values are used with the **Advanced Phoenix Command Combat Supplement** and should not be used with the basic system.

This section is devoted to pistols, sub-machineguns, rifles, and machine guns. In the interest of space and efficiency, the values presented have been abbreviated.

Length (L)

Folded and deployed weapon length in inches.

Weight (W)

The loaded weapon weight in pounds. Does not include a holster or sling.

Reload Time (RT)

The time, in Action Counts, required to fully reload the weapon.

Rate Of Fire (ROF)

The time, in Action Counts, required to chamber a round from the weapon's magazine.

An asterisk (*) indicates a self-loading action in which a round is chambered automatically after each shot fired. With this type of weapon, a round is always ready for fire until the magazine is empty.

A number following an * indicates the weapon is capable of fully automatic fire and gives the number of rounds fired per half second burst.

A double asterisk (**) indicates the weapon has three round burst capability, which is defined in the **Advanced Phoenix Command Combat Supplement**. A number after a ** indicates it is also capable of fully automatic fire and is the number of rounds fired per half second burst. Weapons marked with an *V or **V are capable of variable rates of fully automatic fire.

Weapons with no ROF entry have no magazine; the time required to prepare a shot is given by the Reload Time (RT).

Lase weapons have a number of power settings rather than ammunition types in the Ballistic Data section of the Weapon Data Tables. The first setting, marked (1), is for single shot fire, and uses a single charge from the power pack. The other settings are for fully automatic fire and are the Rates Of Fire (ROF) in shots per burst. Each of these uses three charges from the power pack. Note that the RID value for a lase weapon in fully automatic fire is less than the full power single shot setting. The RID of each round of a Three Round Burst is given by the (6) round autofire entry.

Ammunition Capacity (Cap)

The maximum number of rounds held in the weapon's magazine. A lase weapon's Cap gives the number of full power single shots which may be fired per power pack. Each burst of fully automatic fire uses three single shot charges, independent of the ROF.

Ammunition Weight (AW) and Feed Device

The ammunition weight in pounds per magazine (Mag), power pack (Pck), or individual round (Rnd).

Sustained Automatic Burst (SAB)

The measure of weapon accuracy during long bursts of automatic fire.

Aim Time Modifier (Aim Time Mod)

The combined measure of the weapon's accuracy and speed of aim. There are several Aim Time Modifiers, one for each Aim Time listed in the 3rd column. The greater the Aim Time Modifier, the greater the weapon's accuracy.

Relative Impact Damage (RID) / Damage Class (DC)

The RID measures bullet penetrating power. The DC measures bullet damage capability. The greater the RID and DC, the greater the penetration and damage. The RID and DC are given for target ranges 10, 20, 40, 70, 100, 200, 300, 400, and 600 hexes. A hex is two yards across. There are three sets of RID and DC values. Each set represents a different type of ammunition as given to the left of these values: **Armor Piercing (AP)**, **Explosive (Exp)**, **Full Metal Jacket (FMJ)**, **High Explosive (HE)**, **High Explosive Anti-Tank (HEAT)**, **Jacketed Hollow Point (JHP)**, **Soft Steel Dart (SSD)**, or **Steel Dart (SD)**.

Players not using the **Advanced Phoenix Command Combat Supplement** should not use weapon data from the shaded portion of the tables. The shaded regions represent performance beyond the weapon's Effective Range and require the use of special rules.

Minimum Arc (MA)

The minimum number of hexes over which a burst of fully automatic fire must be spread. The greater the weapon's recoil, the greater the Minimum Arc.

Ballistic Accuracy (BA)

The measure of weapon/ammunition accuracy potential. The larger the BA, the greater this potential. This is used only with the **Advanced Phoenix Command Combat Supplement**.

Time Of Flight (TOF)

The projectile's time of flight in tenths of seconds (Master Phasing Counts (MPC)). This, too, is used only with **Advanced Phoenix Command**.

Reliability Class (RC) and Burst Reliability Class (BRC)

The RC and BRC give the chance of weapon malfunction in tenths of percent for each single shot fired (RC) or half second burst of automatic fire (BRC). The larger the RC or BRC, the more unreliable the weapon. An * preceding the RC or BRC indicates the malfunction chance is in percent.

Clear Jam Time (CJT) and % Clear Jam (%CJ)

The CJT gives the time, in Action Counts, required to attempt to fix a weapon which has malfunctioned. After each CJT Action Counts spent attempting to fix the weapon, the player has a % Clear Jam (%CJ) chance of fixing the weapon.

Hand-To-Hand Combat Values

The Hand-To-Hand combat values are for use with **Living Steel**, and with the **Phoenix Command Hand-To-Hand Combat System**.

The **Weapon Speed (WS)** measures the relative quickness of the weapon, and the **Weapon Class (WC)** measures weapon accuracy. The greater the WS and WC, the faster and more accurate the weapon. The **Range (R)** gives the weapon's combat range in 2 foot hexes, while the **Impact Damage (ID)** measures weapon impact. The greater the ID the more severe the blow. A number in parentheses such as (8) indicates a roll of an eight-sided die. E.g., (8) + 2 is the roll of an eight-sided die plus 2. ID values are given for three types of blows: **overhead smashes** with the weapon butt (IDb), **stabs** (IDs), and **cuts** (IDc). A weapon with no bayonet uses the **Blunt** damage table for smashes or cuts, and the **Flange** table for stabs. Weapons fitted with a bayonet use the **Blunt** table for a smash, **Stabbing** table for a stab, and either **Cutting** or **Blunt** table for a cutting blow.

3.2

Explosive Direct Fire Weapons include rocket launchers, grenade launchers, and rocket propelled grenades. They are listed in a separate section of this supplement as their entries differ somewhat from those of the standard small arms.

EXPLOSIVE DIRECT FIRE WEAPONS

The Explosive Direct Fire Weapon Tables have been divided into a left and right-hand side. The values on the left side are identical to those in the Point Fire Weapon section. The RID and DC values on this side give the projectile's penetration and damage capability. The values on the right side represent the projectile's explosive effects. These RID and DC give the explosive's shrapnel penetration and damage, depending on target range from burst in 2 yard hexes. The **Base Shrapnel Hit Chance (BSHC)** gives the percent chance of hitting each target in the burst area with shrapnel. The **Base Concussion (BC)** measures blast concussion damage. The "C" entry is for a target in Contact with the explosive.

The **Angle Of Incidence (AOI)** measures the projectile's striking angle. This value will be used in the **Phoenix Command Mechanized Combat System**.

3.3

GRENADES AND EXPLOSIVES



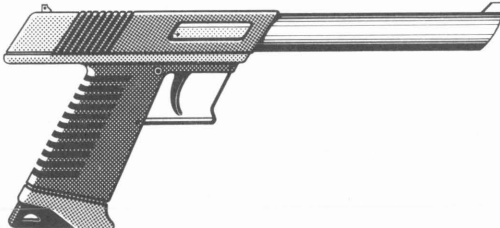
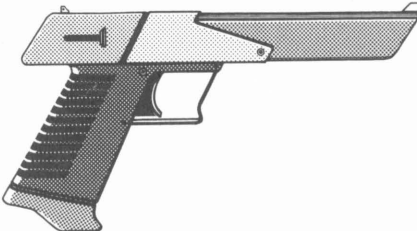
As with Explosive Weapons, the RID and DC for Grenades and Explosives measure shrapnel penetration and damage, the BSHC the chance of hitting with shrapnel, and the BC the concussion damage, depending on target range from burst in 2 yard hexes. The **Arm Time** is the time, in Action Counts, to arm the explosive; and the Range, the distance it can be thrown in 2 yard hexes.

Non-Powered Armor Data Table

Non - Powered Armor	Armor Weight			Armor Protection Factor (PF)				BPF		
	No Life Support	With Air Filtration	Full Life System	Helm	Visor	Body	Limbs	Head	Body	Limbs
Light Flexible Armor	2.0	-	-	-	-	4	-	-	1	-
Medium Flexible Armor	2.5	-	-	-	-	6	-	-	2	-
Heavy Flexible Armor	3.0	-	-	-	-	10	-	-	3	-
Basic Combat Suit	7.4	13.7	17.7	4	4	2	2	3	1	1
with Level 1 Armor Panels	13.9	20.2	24.2	10	10	16	2	4	3	1
with Level 2 Armor Panels	29.3	35.6	39.6	20	10	30	2	5	5	1
with Level 3 Armor Panels	37.1	43.4	47.4	20	10	40	2	5	6	1
with Level 4 Armor Panels	47.1	53.4	57.4	30	10	50	2	7	6	1
with Level 5 Armor Panels	56.2	62.5	66.5	40	10	60	2	8	7	1
DRGN Combat Suit	10.0	16.3	20.3	2	2	2	2	2	1	1

Power Armor Data Table

Power Armor Model	Gross Weight (lb)	Ground Pressure	Combat Load (lb)	Maximum Speed (HPP)	Life Support		Power Unit			Armor Protection Factors									BPF
					Cap (hr)	Expend. (lb)	Cap (hr)	Weight (lb)	EPP #	Helm	Armor Visor	Visor	Body	Limbs	Hands	Bfcl Unit	Gun Cam		
Starforce																			
Heavy (HCPA)	900	12	110	7	41	12	24	48	4	100	100	10	100	100	40	10	10	10	10
Med (MCPA)	600	8	50	7	41	12	24	36	3	60	60	10	60	60	40	10	10	9	9
Light (LCPA)	450	6	30	7	41	12	24	32	3	30	30	10	30	30	40	10	10	8	8
Skiff	300	4	12	7	20	6	18	12	1	10	10	10	10	10	10	-	-	7	7
Cargo (SCC)	900	12	280	4	41	12	24	24	2	60	60	10	60	60	40	10	10	9	9
Cargo (FCC)	900	12	240	7	41	12	24	48	4	60	60	10	60	60	40	10	10	9	9
Scout	900	12	86	10	41	12	24	85	7	70	70	10	70	70	40	10	10	9	9
Crew	450	6	45	7	96	28	48	66	6	10	10	10	10	10	10	10	10	7	7
Seven Sword																			
7SPA (Hvy)	900	12	120	7	24	7	24	48	4	100	100	10	100	100	40	10	10	10	10
(Med)	600	8	20	7	24	7	18	24	2	50	50	10	50	50	40	10	10	9	9
(Lgt)	450	6	20	7	24	7	24	24	2	10	10	10	10	10	40	10	10	7	7

Starguild Weapons		Physical Data	Aim Time AC	Aim Time Mod	Ballistic Data														Optional Data	
					Target Range In 2 Yard hexes 10 20 40 70 100 200 300 400 600															
AP5-8 / Landcaste		L	7	1	-18	FMJ	RID	4.9	4.6	4.1	3.5	3.0	1.7	1.0	RC	2				
6mm Automatic Pistol		W	2.8	2	-11	DC		3	3	3	3	2	1	1						
Standard Landcaste Law Enforcement & Starfleet pistol. Known for its high capacity, light recoil, and accuracy, it was introduced in 2053 and since then has been very successful.		RT	3	4	-9	JHP	RID	4.7	4.4	4.0	3.4	2.9	1.7	1.0			CJT	4		
		ROF	*	5	-8	DC		5	5	5	4	4	2	1			%CJ	90		
		Cap	25	6	-7	AP	RID	14	13	12	10	8.4	4.9	2.8			WS	2.4		
	AW	.46			DC		3	3	3	3	2	1	1	WC	0					
	Mag													R	1					
	SAB	3				BA	61	53	44	37	32	22	17	IDb	(6)+3					
						TOF	0	1	2	3	4	9	15							
AP6-8 / Landcaste		L	7	1	-18	FMJ	RID	5.8	5.5	5.0	4.2	3.6	2.1	1.2	.7	RC	2			
7mm Automatic Pistol		W	3.5	2	-12	DC		5	4	4	4	3	2	1	1	CJT	4			
Standard sidearm of the Landcaste military. Providing more stopping power than the AP5-8, today it is used only by Landcaste forces. Starmarine forces prefer the AP7-8.		RT	3	4	-9	JHP	RID	5.6	5.3	4.8	4.0	3.4	2.0	1.2	.7			%CJ	90	
		ROF	*	5	-8	DC		6	6	6	6	5	3	1	1			WS	2.3	
		Cap	21	6	-7	AP	RID	16	16	14	12	10	5.9	3.4	2.0					WC
	AW	.51			DC		4	4	4	4	3	2	1	1	R			1		
	Mag														IDb	(8)+2				
	SAB	4				BA	60	51	42	35	30	20	15	11						
						TOF	0	1	1	3	4	8	14	20						
AP7-8 / Landcaste		L	11	1	-18	FMJ	RID	7.4	7.0	6.4	5.5	4.7	2.8	1.7	1.0	.4	RC	2		
7mm Automatic Pistol		W	3.6	2	-11	DC		5	5	5	4	4	3	2	1	1	CJT	4		
Long barrel version of the AP6-8 known for its accuracy and power. It is the standard pistol of Starforces and was used by professional & mercenary forces during the Dragoncrest Wars.		RT	3	4	-9	JHP	RID	7.1	6.7	6.1	5.2	4.5	2.7	1.6	1.0	.4			%CJ	90
		ROF	*	5	-8	DC		7	7	7	6	6	4	2	1	1			WS	2.3
		Cap	21	6	-7	AP	RID	21	20	18	15	13	7.9	4.8	2.9	1.0				
	AW	.51			DC		5	5	5	4	4	3	2	1	1	R			1	
	Mag														IDb	(8)+2				
	SAB	5				BA	60	51	43	35	30	21	15	11	6					
						TOF	0	1	1	2	3	7	12	17	29					
FMP8 / Landcaste		L	8	1	-18	SD	RID	17	16	14	12	10	6.0	3.5	2.0	RC	1			
1.5mm Flechette Machine Pistol		W	2.8	2	-11	DC		2	2	2	1	1	1	1	1	BRC	*1			
Compact machine pistol popular with bodyguards and undercover agents. Its short effective range limits its use as a standard military weapon.		RT	5	4	-9	SSD	RID	16	15	14	12	9.9	5.7	3.3	1.9	CJT	3			
		ROF	*12	5	-8	DC		3	3	2	2	2	1	1	1	%CJ	90			
		Cap	60	6	-7	AP	RID	47	45	40	34	29	17	9.8	5.7	WS	2.4			
	AW	.29			DC		2	2	1	1	1	1	1	1	WC	0				
	Mag														R	1				
	SAB	1				MA	.2	.3	.6	1	2	3	5	6	IDb	(6)+3				
						BA	32	26	18	12	7	-2	-7	-11						
						TOF	0	0	1	1	1	3	5	8						

Starguild Weapons

FMPX8 / Landcaste

2.8mm Flechette
Machine Pistol

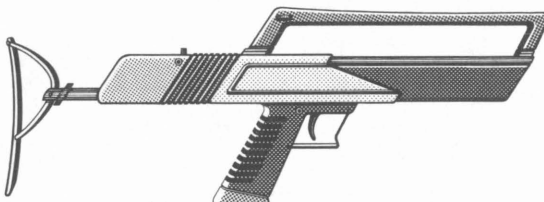


High power machine pistol popular with infiltration & high level security teams. It can penetrate Power Armor but has a limited range.

Physical Data		Aim Time AC	Aim Time Mod	Ballistic Data												Optional Data	
				Target		Range		In 2 Yard		hexes							
				10	20	40	70	100	200	300	400	600					
L	13/20	1	-20	SD	RID	40	38	34	28	24	14	7.6	4.3	1.4	RC	1	
W	5.3	2	-11		DC	5	5	4	4	3	3	2	1	1	BRC	6	
		3	-8														
RT	5	4	-6	SSD	RID	39	36	32	27	23	13	7.3	4.1	1.3	CJT	3	
ROF	**6	5	-5		DC	7	7	6	6	6	4	3	2	1	%CJ	90	
		6	-4														
		7	-3	AP	RID	113	107	95	80	68	38	21	12	3.8	WS	2.1	
Cap	48				DC	4	4	4	4	3	2	2	1	1	WC	-1	
AW	.95														R	1+	
	Mag				3RB	-4	1	6	10	13	17	20	22	25			
					MA	.3	.6	1	2	3	6	9	12	18	IDb	(8)+4	
					BA	32	25	18	11	7	-2	-8	-11	-16	IDc	(4)	
SAB	3				TOF	0	0	1	1	1	3	6	8	13	IDs	(6)	

SMP8 / Landcaste

1.7mm Slivergun
Sub-Machinegun



Standard Landcaste Law Enforcement weapon for agents in Bondsman areas. In Landcaste and Starcaste areas, pistols are issued.

L 20	1	-20	SD	RID	42	39	35	30	25	14	8.1	4.6		RC	1
W 4.8	2	-11		DC	2	2	2	2	2	1	1	1		BRC	6
RT	6	3													
ROF **6	4	-6	SSD	RID	40	38	34	29	24	14	7.8	4.4		CJT	3
	5	-5		DC	3	3	3	3	3	2	2	1		%CJ	90
	6	-4													
Cap 52	7	-3	AP	RID	118	111	99	84	71	40	23	13		WS	2.1
AW .73				DC	2	2	2	2	2	1	1	1		WC	0
Mag														R	1+
SAB 2			3RB		-6	-1	4	8	10	15	18	20		IDb	(8)+3
			MA		.2	.4	.9	2	2	4	7	9		IDc	(3)
			BA		34	29	24	19	16	9	5	2		IDs	(6)
			TOF		0	0	1	1	1	3	6	8			

SMPGL8 / Landcaste

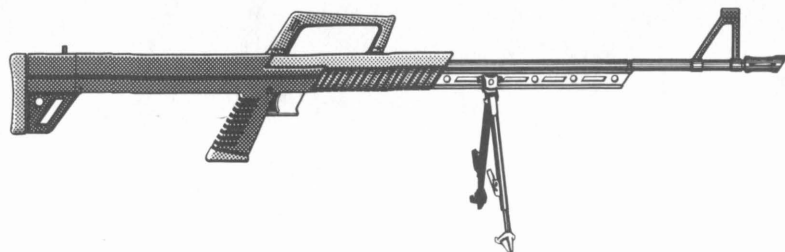
1.7mm Slivergun SMG
30mm Grenade Lncher



Standard Landcaste squad support weapon with 1.7mm slivergun & 30mm grenade lnchr. It fires SMP8 ammo. The Grenade launcher is the primary weap.

L 25	1	-26	SD	RID	42	39	35	30	25	14	8.1	4.6		RC	1
W 10.4	2	-12		DC	2	2	2	2	2	1	1	1		BRC	6
RT	6	3													
ROF **6	4	-8	SSD	RID	40	38	34	29	24	14	7.8	4.4		CJT	3
	5	-5		DC	3	3	3	3	3	2	2	1		%CJ	90
	6	-4													
Cap 52	7	-3	AP	RID	118	111	99	84	71	40	23	13		WS	1.8
AW .73				DC	2	2	2	2	2	1	1	1		WC	-2
Mag														R	2
SAB 1			3RB		-6	-1	4	8	10	15	18	20		IDb	(12)+3
			MA		.2	.3	.6	1	2	3	4	6		IDc	(8)+2
			BA		34	29	24	19	16	9	5	2		IDs	(6)+3
			TOF		0	0	1	1	1	3	6	8			

SAR8 / 2.1mm Slivergun Assault Rifle / Landcaste



Short range assault rifle issued to garrison and city troops.

L 42	1	-22	SD	RID	64	62	58	52	47	33	23	16	7.8	RC	1
W 8.2	2	-12		DC	4	4	4	3	3	3	2	2	2	BRC	7
RT	9	3													
ROF **7	4	-7	SSD	RID	62	59	55	50	45	31	22	15	7.5	CJT	4
	5	-6		DC	6	6	6	5	5	4	4	3	2	%CJ	90
	6	-5													
Cap 56	7	-4	AP	RID	181	174	162	146	131	92	64	45	22	WS	1.9
AW 1.3	8	-3		DC	4	4	3	3	3	3	2	2	1	WC	-1
Mag	9	-2												R	2+
SAB 4	10	-1	3RB		-4	1	6	10	13	18	21	23	26	IDb	(10)+4
	11	0	MA		.4	.9	2	3	4	9	13	17	26	IDc	(6)+3
			BA		34	29	24	19	16	10	6	3	-1	IDs	(6)+2
			TOF		0	0	1	1	1	3	5	7	12		

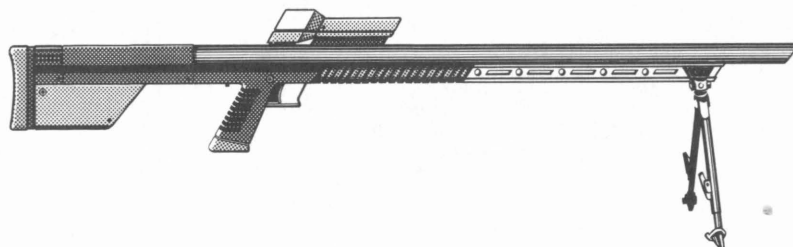
Starguild Weapons

*MG8H / 10.6mm Heavy Machine Gun / Landcaste



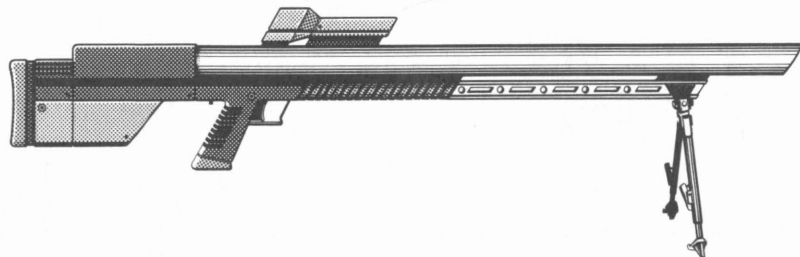
Standard Landcaste heavy machine gun with Advanced Aiming System.

*GR8 / 1.7mm Gauss Rifle / Starforce



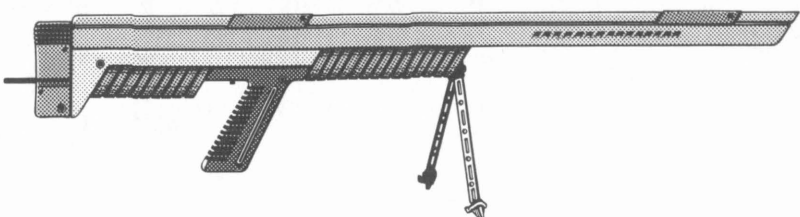
Starmarine weapon with extended range and good penetration.

*GMG8L / 2.8mm Gauss Machine Gun / Starforce



Standard Starforce machine gun normally handled by a 3 man team.

*BP-GMG8L / 2.8mm Backpack Gauss Machine Gun / Starforce



GMG8L in a Power
Armor Backpack.

Backpack W = 57
(5 Mag) PF = 5

Weapon W = 35
PF = 5

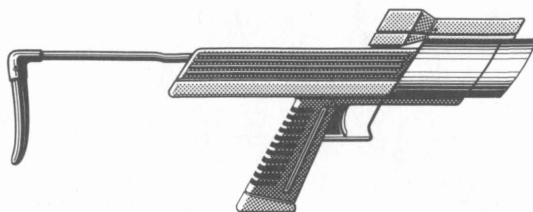
Physical Data		Aim Time AC	Aim Time Mod	Ballistic Data											Optional Data	
				Target Range In 2 Yard hexes 10 20 40 70 100 200 300 400 600												
L 51 W 118.7	1 -36 2 -25 3 -20	FMJ RID 112 110 107 103 98 85 74 64 48 DC 10 10 10 10 10 10 10 10 10	RC 1 BRC 4													
RT 8 ROF **4	4 -14 5 -10 6 -6 7 -3	JHP RID 107 106 103 98 94 82 71 61 46 DC 10 10 10 10 10 10 10 10 10	CJT 4 %CJ 80													
Cap 96 AW 16.5 Mag	8 -1 9 1 10 2 11 4 12 5	AP RID 315 310 302 289 277 240 208 180 135 DC 10 10 10 10 10 10 10 10 10 3RB -2 3 8 12 14 19 22 24 27 MA .2 .3 .7 1 2 3 5 7 10 BA 65 59 53 47 43 34 29 25 20														
SAB 3	15 7	TOF 0 0 1 1 1 3 4 6 10														
L 42 W 11.5	1 -23 2 -12 3 -8	SD RID 60 58 53 46 40 DC 3 3 3 3 3	RC 1													
RT 8 ROF *	4 -5 5 -2 6 -1	SSD RID 58 55 50 44 39 DC 5 5 5 4 4	CJT 10 %CJ 5													
Cap 25 AW .20 Mag	7 1 8 2 9 4 10 5 11 6 12 7	AP RID 169 162 148 130 114 DC 3 3 3 3 2 BA 34 29 24 19 16 TOF 0 0 1 1 1	WS 1.8 WC -2 R 2+ IDb (12)+4 IDc (8)+3 IDs (6)+3													
L 42 W 67.0	1 -29 2 -18 3 -12	SD RID 109 106 101 94 87 DC 6 6 6 6 6	RC 1 BRC 6													
RT 8 ROF **6	4 -7 5 -4 6 -2	SSD RID 104 102 97 90 84 DC 8 8 8 8 8	CJT 10 %CJ 5													
Cap 144 AW 3.4 Mag	7 0 8 1 9 3 10 4 11 6 12 7 13 8	AP RID 306 299 284 265 246 DC 6 6 6 6 6 3RB -9 -4 1 5 8 MA .2 .3 .6 1 2 BA 34 29 24 20 17 TOF 0 0 0 1 1														
L 42 W 92	1 -30 2 -19 3 -13	SD RID 109 106 101 94 87 DC 6 6 6 6 6	RC 1 BRC *1													
RT 6 ROF **12	4 -7 5 -4 6 -3 7 0	SSD RID 104 102 97 90 84 DC 8 8 8 8 8	CJT 10 %CJ 5													
Cap 144 AW 1.7 Mag	8 1 9 3 10 4 11 5 12 6 13 8	AP RID 306 299 284 265 246 DC 6 6 6 6 6 3RB -18 -14 -9 -5 -2 MA .2 .3 .6 1 2 BA 34 29 24 20 17 TOF 0 0 0 1 1														

Starguild Weapons

*LAR8 / Starforce

Lase Assault Rifle

Standard Starforce lase rifle. Updated version of the LAR7, this is the standard weapon of Starmarine forces. Compact, lightweight, and efficient design.



Physical Data

L 13/20
W 7.5
RT 3
ROF **V
Cap 1050
AW .4
Mag
SAB 1

Aim Time AC Mod

1 -21
2 -10
3 -7
4 -4
5 -2
6 0
7 2
8 3
9 4
10 5

Ballistic Data

Target Range In 2 Yard hexes 10 20 40 70 100 200 300 400 600

(1) RID 182 178 170 158 147
(4) RID 45 44 41 36 31
(6) RID 30 29 26 22 18
(8) RID 22 21 19 16 12
(10) RID 18 17 15 11 8.2
(18) RID 9.6 8.7 7.0 4.2 1.3
DC 2 2 2 2 2
3RB -14 -9 -4 0 3
MA .2 .2 .3 .5 .8
BA 70 65 60 56 54

3RB

Optional Data

RC 1
BRC 1
WS 1.9
WC -1
R 1+
IDb (10)+4
IDc (4)
IDs (6)+1

*LARG8 / Starforce

Lase Assault Rifle 30mm Grenade Launchr

Popular Starforce squad support weapon combining a LAR8 with a 30mm grenade launcher. Popular with MCPA units. See explosive weapons for grenade data.



L 25
W 13.1
RT 3
ROF **V
Cap 1050
AW .4
Mag
SAB 1

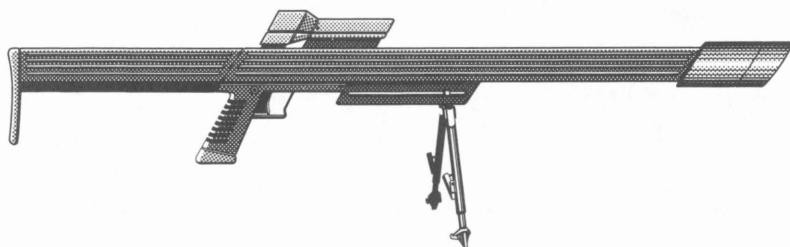
1 -24
2 -13
3 -8
4 -5
5 -2
6 -1
7 1
8 2
9 4
10 5

(1) RID 182 178 170 158 147
(4) RID 45 44 41 36 31
(6) RID 30 29 26 22 18
(8) RID 22 21 19 16 12
(10) RID 18 17 15 11 8.2
(18) RID 9.6 8.7 7.0 4.2 1.3
DC 2 2 2 2 2
3RB -14 -9 -4 0 3
MA .2 .2 .3 .5 .8
BA 70 65 60 56 54

3RB

RC 1
BRC 1
WS 1.7
WC -2
R 2
IDb (12)+5
IDc (6)+2
IDs (6)+3

*LMG8L / Light Lase Machine Gun / Starforce



Standard Starforce light lase machine gun issued at squad level.

L 42
W 12.0
RT 4
ROF **V
Cap 221
AW .4
Mag
SAB 1

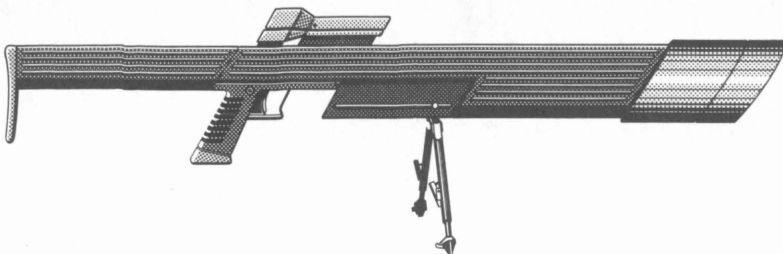
1 -23
2 -12
3 -8
4 -5
5 -2
6 -1
7 1
8 2
9 4
10 5

(1) RID 757 742 712 670 632 102
(4) RID 189 184 176 164 152
(6) RID 126 123 117 108 99
(8) RID 94 92 87 80 73
(10) RID 75 73 69 63 57
(18) RID 41 40 37 33 28
DC 2 2 2 2 2 6
3RB -14 -9 -4 0 3 8
MA .2 .2 .3 .5 .8 2
BA 70 65 60 56 54 49

3RB

RC 1
BRC 1
WS 1.7
WC -2
R 2+
IDb (12)+4
IDc (6)+3
IDs (6)+3

*LMG8H / Heavy Lase Machine Gun / Starforce



Standard Starforce heavy lase machine gun.



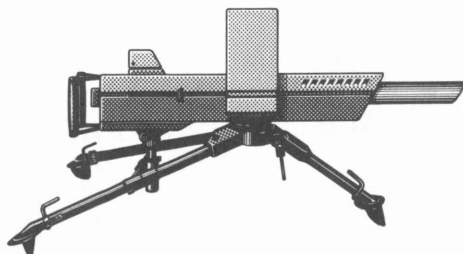

L 42
W 18.8
RT 4
ROF **V
Cap 170
AW .4
Mag
SAB 1

1 -26
2 -15
3 -9
4 -5
5 -3
6 -2
7 1
8 2
9 3
10 4
11 6
12 7

(1) RID 966 946 909 856 808 667 246
(4) RID 241 236 225 210 196 154 18
(6) RID 160 157 149 139 129 97
(8) RID 120 117 111 103 95 68
(10) RID 96 94 89 81 74 51
(18) RID 53 51 48 43 38 21
DC 2 2 2 2 2 2 4
3RB -14 -9 -4 0 3 8 11
MA .2 .2 .3 .5 .8 2 2
BA 70 65 60 56 54 49 46

3RB

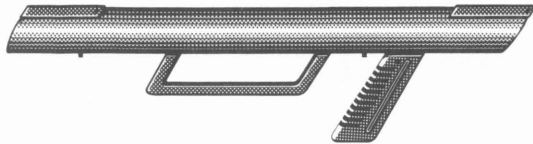
RC 1
BRC 1
WS 1.6
WC -3
R 2+
IDb (14)+6
IDc (10)+4
IDs (8)+3

Explosive Weapons	Physical Data	Aim Time AC	Aim Time Mod	Ballistic Data						Shrapnel Data										
				Range 2 Yard hexes 40 100 200 400 600						Target Range From Burst in 2 Yard hexes C 0 1 2 3 4 5 6 8 12 20										
SMPGL8 / SMP - 30mm Grenade Launcher		L 25 W 10.4 RT 8 ROF * Cap 5 AW 2.3 Mag SAB 8 RC 1 CJT 8 %CJ 90	1 -24 2 -14 3 -9 4 -7 5 -6 6 -4	HEAT RID 16H 16H 16H DC 10 10 10 HE RID 5.1 5.1 5.1 DC 10 10 10 AOI 1 4 BA 27 15 5 TOF 11 31 75	RID 16H 4.6 4.3 3.7 3.1 2.7 2.3 2.0 1.5 DC 10 1 1 1 1 1 1 1 BSHC *78 *1 26 6 2 1 0 -1 -3 BC 33H 280 82 26 13 8 6 4 3 1 1 RID 5.1 4.7 4.3 3.7 3.2 2.7 2.3 2.0 1.5 DC 10 1 1 1 1 1 1 1 BSHC *2H *3 73 17 7 4 2 1 0 BC 33H 280 82 26 13 8 6 4 3 1 1															
Landcaste slivergun & 30mm grenade launcher.																				
*LARGL8 / LAR - 30mm Grenade Launcher		L 25 W 13.1 RT 8 ROF * Cap 5 AW 2.3 Mag SAB 7 RC 1 CJT 8 %CJ 90	1 -24 2 -13 3 -8 4 -5 5 -2 6 -1 7 1 8 2 9 4 10 5	HEAT RID 16H 16H 16H DC 10 10 10 HE RID 5.1 5.1 5.1 DC 10 10 10 AOI 1 4 BA 27 15 5 TOF 11 31 75	RID 16H 4.6 4.3 3.7 3.1 2.7 2.3 2.0 1.5 DC 10 1 1 1 1 1 1 1 BSHC *78 *1 26 6 2 1 0 -1 -3 BC 33H 280 82 26 13 8 6 4 3 1 1 RID 5.1 4.7 4.3 3.7 3.2 2.7 2.3 2.0 1.5 DC 10 1 1 1 1 1 1 1 BSHC *2H *3 73 17 7 4 2 1 0 BC 33H 280 82 26 13 8 6 4 3 1 1															
Starforce laserifle & 30mm grenade launcher.																				
*GLB8A / 30mm Grenade Battery / Starforce		L 32 W 49.7 RT 10 ROF *4 Cap 54 AW 25.0 Mag SAB 2 RC 1 BRC 4 CJT 6 %CJ 80	1 -32 2 -21 3 -16 4 -9 5 -5 6 -3 7 -1 8 0 9 2 10 3 11 5 12 6	HEAT RID 16H 16H 16H DC 10 10 10 HE RID 5.1 5.1 5.1 DC 10 10 10 AOI 1 4 MA .6 2 3 BA 27 15 5 TOF 11 31 75	RID 16H 4.6 4.3 3.7 3.1 2.7 2.3 2.0 1.5 DC 10 1 1 1 1 1 1 1 BSHC *78 *1 26 6 2 1 0 -1 -3 BC 33H 280 82 26 13 8 6 4 3 1 1 RID 5.1 4.7 4.3 3.7 3.2 2.7 2.3 2.0 1.5 DC 10 1 1 1 1 1 1 1 BSHC *2H *3 73 17 7 4 2 1 0 BC 33H 280 82 26 13 8 6 4 3 1 1															
Tripod mounted automatic grenade launcher.																				
*RL8A / 70mm Rocket Launcher / Starforce		L 42 W 9.3 RT 22 Cap 1 AW 3.1 Rnd RC 1 CJT 22 %CJ 90	1 -22 2 -10 3 -7 4 -4 5 -2 6 -1 7 1 8 2 9 4 10 5 11 7	HEAT RID 51H 51H 51H 51H 51H DC 10 10 10 10 10 HE RID 15 15 15 15 15 DC 10 10 10 10 10 BA 24 12 2 -7 -13 TOF 2 6 14 31 52	RID 51H 4.7 4.3 3.7 3.2 2.7 2.3 2.0 1.5 DC 10 1 1 1 1 1 1 1 BSHC *3H *4 88 21 9 5 3 1 0 BC 57K 20H 390 104 52 32 22 16 10 5 2 RID 15 4.7 4.3 3.7 3.2 2.7 2.3 2.0 1.5 DC 10 1 1 1 1 1 1 1 BSHC *2K *27 *7 *2 73 41 26 17 9 BC 72K 24H 448 116 57 35 24 18 11 6 3															
Shoulder mounted anti-tank rocket launcher.																				

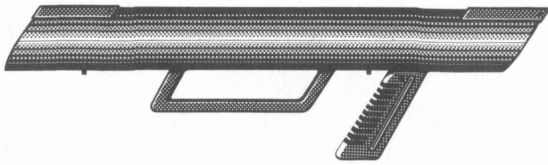
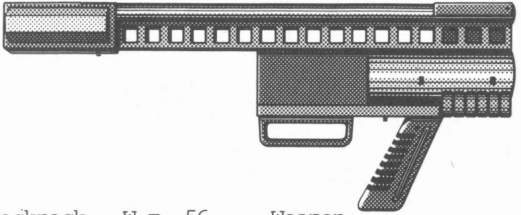
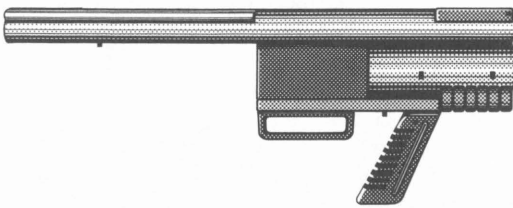
Explosive Weapons

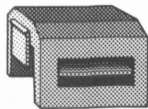
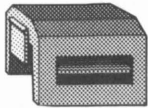
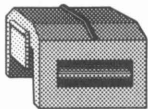
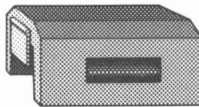
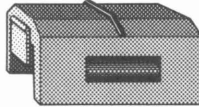

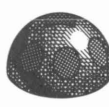
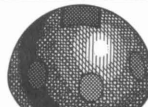



Rocket Propelled Grenade Launcher.

*BP-GL / 30mm Grenade Backpack / Starforce						L	28	1	-24	HEAT	RID	16H	16H	16H	16H	16H	RID	16H	4.6	4.3	3.7	3.1	2.7	2.3	2.0	1.5			
						W	90	2	-13		DC	10	10	10	10	10	DC	10	1	1	1	1	1	1	1	1			
						RT	10	3	-8								BSHC	*78	*1	26	6	2	1	0	-1	-3			
						ROF	*	4	-5								BC	33H	280	82	26	13	8	6	4	3	1	1	
								5	-2																				
						Cap	5	6	-1																				
						AW	.25	7	1	HE	RID	6.4	5.8	5.3	5.3	5.3	RID	V	4.7	4.3	3.7	3.2	2.7	2.3	2.0	1.5			
						Rnd		8	2		DC	10	10	10	10	10	DC	10	1	1	1	1	1	1	1	1			
								9	4								BSHC	*2H	*3	73	17	7	4	2	1	0			
						SAB	2	10	5		AOI					1	2	BC	33H	280	82	26	13	8	6	4	3	1	1
						RC	1				BA	31	18	8	-1	-5													
						CJT	10				TOF	3	9	22	52	87													
						%CJ	90																						
Backpack	W = 76	Weapon																											
	Cap = 164																												
	PF = 21																												
		W = 14																											
		PF = 21																											

***BP-RR / 45mm Rocket Rifle BP / Starforce**						L	28	1	-25	HEAT	RID	28H	28H	28H	28H	28H	RID	28H	4.7	4.3	3.7	3.2	2.7	2.3	2.0	1.5		
						W	93	2	-14		DC	10	10	10	10	10	DC	10	1	1	1	1	1	1	1	1		
								3	-8								BSHC	*2H	*3	62	15	6	3	2	1	0		
						RT	8	4	-5								BC	13K	696	174	52	26	16	11	9	5	3	1
								5	-3																			
								6	-1																			
						Cap	1	7	1	HE	RID	11	11	11	11	11	RID	11	4.7	4.3	3.7	3.2	2.7	2.3	2.0	1.5		
						AW	1.2	8	2		DC	10	10	10	10	10	DC	10	1	1	1	1	1	1	1	1		
						Rnd		9	4								BSHC	*6H	*9	*2	54	24	13	8	5	2		
								10	5								BC	16K	788	192	57	29	18	12	9	6	3	1
						RC	1	11	6		BA	25	13	3	-6	-12												
						CJT	8	12	7		TOF	1	3	5	12	20												
						%CJ	90																					
Backpack	W = 78	Weapon																										
	Cap = 29																											
	PF = 21																											
		W = 15																										
		PF = 21																										
***BP-RL / 70mm Rocket Launcher BP / Starforce**						L	28	1	-27	HEAT	RID	51H	51H	51H	51H	51H	RID	51H	4.7	4.3	3.7	3.2	2.7	2.3	2.0	1.5		
						W	100	2	-16		DC	10	10	10	10	10	DC	10	1	1	1	1	1	1	1	1		
								3	-9								BSHC	*3H	*4	88	21	9	5	3	1	0		
						RT	10	4	-6								BC	57K	20H	390	104	52	32	22	16	10	5	2
								5	-3																			
								6	-2																			
						Cap	1	7	0	HE	RID	15	15	15	15	15	RID	15	4.7	4.3	3.7	3.2	2.7	2.3	2.0	1.5		
						AW	3.1	8	1		DC	10	10	10	10	10	DC	10	1	1	1	1	1	1	1	1		
						Rnd		9	3								BSHC	*2K	*27	*7	*2	73	41	26	17	9		
								10	4								BC	72K	24H	448	116	57	35	24	18	11	6	3
						RC	1	11	6		BA	24	12	2	-7	-13												
						CJT	10	12	7		TOF	2	6	14	31	52												
						%CJ	90																					
Backpack	W = 88	Weapon																										
	Cap = 10																											
	PF = 21																											
		W = 22																										
		PF = 21																										

Explosive Weapons	Physical Data	Aim Time AC	Aim Time Mod	Ballistic Data										Shrapnel Data												
				Range 2 Yard hexes 40 100 200 400 600										Target Range From Burst in 2 Yard hexes C 0 1 2 3 4 5 6 8 12 20												
<div><div>*BP-RPG / 80mm RPG Backpack / Starforce</div><div></div><div>Backpack W = 76 Cap = 8 PF = 21</div><div>Weapon W = 23 PF = 21</div></div>	L 28 W 99 RT 10 Cap 1 AW 3.4 Rnd RC 1 CJT 10 %CJ 90	1 -27 2 -16 3 -9 4 -6 5 -3 6 -2 7 1 8 2 9 4 10 5	HEAT HE BA TOF	RID 62H DC 10 RID 14 DC 10 BA 23 TOF 2	62H 62H 62H 62H 62H 10 10 10 10 10 13 11 8.4 7.4 10 10 10 10 10 11 1 -8 -14 7 14 33 54	RID 62H DC 10 BSHC *6 BC 88K RID V DC 10 BSHC *2K BC 12T	16 16 15 14 13 13 12 11 8.9 5.8 9 9 9 9 9 9 8 8 7 7 1 -2 -5 -7 -9 -10 -12 -15 -19 28H 508 129 63 39 27 20 12 6 3 4.7 4.3 3.7 3.2 2.7 2.3 2.0 1.5 1 1 1 1 1 1 1 1 *27 *7 *2 73 41 26 17 9 37H 622 151 73 45 31 23 14 7 3																			
<div><div>*7SLR8 / 15mm Rocket Rifle BP / Seven Sword</div><div></div><div>Backpack W = 56 Cap = 46 PF = 100</div><div>Weapon W = 28 PF = 100</div></div>	L 28 W 84 RT 8 ROF * Cap 5 AW .17 Rnd SAB 1 RC 1 CJT 1 %CJ 90	1 -29 2 -18 3 -11 4 -6 5 -3 6 -2 7 0 8 1 9 3 10 4 11 6	HEAT HE BA TOF	RID 148 DC 10 RID 3.7 DC 10 BA 35 TOF 1	148 148 148 148 148 10 10 10 10 10 3.7 3.7 3.7 3.7 3.7 10 10 10 10 10 26 18 10 5 3 5 12 19	RID 148 DC 10 BSHC *13 BC 521 RID 3.7 DC 10 BSHC *13 BC 808	.8 .7 .4 1 1 1 18 4 0 74 24 8 4 2 2 1 1 1.3 1.1 .8 .5 .4 1 1 1 1 1 18 4 0 -2 -4 105 33 11 6 3 2 2 1 1																			
<div><div>*7SLG8 / 30mm Grenade BP / Seven Sword</div><div></div><div>Backpack W = 56 Cap = 30 PF = 100</div><div>Weapon W = 29 PF = 100</div></div>	L 28 W 85 RT 8 ROF * Cap 5 AW .25 Rnd SAB 1 RC 1 CJT 10 %CJ 90	1 -29 2 -18 3 -11 4 -6 5 -3 6 -2 7 0 8 1 9 3 10 4 11 6	HEAT HE AOI BA TOF	RID 16H DC 10 RID 6.4 DC 10 AOI 31 BA 18 TOF 3	16H 16H 16H 16H 16H 10 10 10 10 10 5.8 5.3 5.3 5.3 10 10 10 10 10 8 -1 -5 9 22 52 87	RID 16H DC 10 BSHC *78 BC 33H RID V DC 10 BSHC *2H BC 33H	4.6 4.3 3.7 3.1 2.7 2.3 2.0 1.5 1 1 1 1 1 1 1 1 *1 26 6 2 1 0 -1 -3 280 82 26 13 8 6 4 3 1 1 4.7 4.3 3.7 3.2 2.7 2.3 2.0 1.5 1 1 1 1 1 1 1 1 *3 73 17 7 4 2 1 0 280 82 26 13 8 6 4 3 1 1																			
<div><div>*7SGP-AP / 30mm Grenade AP / Seven Sword</div><div>Total System PF = Variable with Suit Weapon PF = 8</div><div>This 30mm Grenade Launcher is mounted in the outer forearm armor panel of Seven Sword Power Armor. It fires standard low velocity 30mm grenades and must be manually reloaded. The unit has its own gun camera. The weight entry gives the additional weight associated with adding this system to the suit's normal armor panel.</div></div>	L 10 W 4.5 RT 10 ROF * Cap 2 AW .6 Mag SAB 2 RC 1 CJT 4 %CJ 90	1 -18 2 -10 3 -8 4 -6 5 -4 6 -3	HEAT HE AOI BA TOF	RID 16H DC 10 RID 5.1 DC 10 AOI 1 BA 25 TOF 15	16H 16H 10 10 5.1 5.1 10 10 1 13 15 42	RID 16H DC 10 BSHC *78 BC 33H RID 5.1 DC 10 BSHC *2H BC 33H	4.6 4.3 3.7 3.1 2.7 2.3 2.0 1.5 1 1 1 1 1 1 1 1 *1 26 6 2 1 0 -1 -3 280 82 26 13 8 6 4 3 1 1 4.7 4.3 3.7 3.2 2.7 2.3 2.0 1.5 1 1 1 1 1 1 1 1 *3 73 17 7 4 2 1 0 280 82 26 13 8 6 4 3 1 1																			

			Shrapnel Data																																				
			Target Range From Burst In 2 Yard hexes																																				
Grenades/Explosives		Physical Data	C	0	1	2	3	4	5	6	7	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38												
G-F8A		Length	1.5	RID 1.9 1.7 1.5																																			
Light Starfleet Grenade		Weight	.3	DC 10 1 1																																			
		Arm Time	4	BSHC *2H *3 73																																			
		Fuse	I	BC 386 58 18 6 3 2 1 1 1 1																																			
		Range	30																																				
G-F8B		Length	1.5	RID 4.8 4.6 4.2 3.6 3.1 2.7 2.3 2.0 1.7 1.4																																			
Light Frag Grenade		Weight	.4	DC 10 1 1 1 1 1 1 1 1 1																																			
		Arm Time	4	BSHC *2H *3 73 17 7 4 2 1 1 0																																			
		Fuse	I	BC 14H 155 48 15 8 5 3 3 2 2 1 1 1 1																																			
		Range	25																																				
G-B8B		Length	1.5	RID 1.6																																			
Light Blast Grenade		Weight	.3	DC 10																																			
		Arm Time	4																																				
		Fuse	I	BC 16H 173 53 17 9 5 4 3 2 2 1 1 1 1																																			
		Range	28																																				
G-F8C		Length	2.5	RID 4.9 4.7 4.3 3.7 3.2 2.7 2.3 2.0 1.7 1.5 1.1																																			
Heavy Frag Grenade		Weight	.6	DC 10 1 1 1 1 1 1 1 1 1 1																																			
		Arm Time	4	BSHC *6H *9 *2 54 24 13 8 5 4 2 1																																			
		Fuse	I	BC 61H 417 115 35 18 11 8 6 5 4 3 2 1 1 1 1 1 1 1																																			
		Range	19																																				
G-B8C		Length	2.5	RID 2.9																																			
Heavy Blast Grenade		Weight	.4	DC 10																																			
		Arm Time	4																																				
		Fuse	I	BC 83H 513 136 42 21 13 9 7 5 4 3 2 2 1 1 1 1 1 1 1																																			
		Range	23																																				
MGL-G8A		Length	10/15	RID 4.8 4.6 4.2 3.6 3.1 2.7 2.3 2.0 1.7 1.4																																			
Multiple Grenade Launcher		Weight	2.8	DC 10 1 1 1 1 1 1 1 1 1 1																																			
		Arm Time	12	BSHC *1H *1 35 8 3 1 0 0 -1 -2																																			
		Fuse	I	BC 14H 155 48 15 8 5 3 3 2 2 1 1 1 1																																			
		Range	70																																				
M-CBU8B		Length	7.0	RID 4.8 4.6 4.2 3.6 3.1 2.7 2.3 2.0 1.7 1.4																																			
Light Cluster Mine		Weight	4.5	DC 10 1 1 1 1 1 1 1 1 1 1																																			
		Arm Time	8	BSHC *2H *3 73 17 7 4 2 1 1 0																																			
		Fuse	V	BC 14H 155 48 15 8 5 3 3 2 2 1 1 1 1																																			
		Range	5																																				
M-CBU8C		Length	9.5	RID 4.9 4.7 4.3 3.7 3.2 2.7 2.3 2.0 1.7 1.5 1.1																																			
Heavy Cluster Mine		Weight	6.0	DC 10 1 1 1 1 1 1 1 1 1 1																																			
		Arm Time	8	BSHC *6H *9 *2 54 24 13 8 5 4 2 1																																			
		Fuse	V	BC 61H 417 115 35 18 11 8 6 5 4 3 2 1 1 1 1 1 1 1																																			
		Range	4																																				
M-F8B		Length	7.0	RID 112 112 112 111 110 110 109 108 107 107 105 104 103 101 100 99 97 96 95 94 92 91 90 89 88																																			
Flechette Mine		Weight	13.6	DC 10 6 5																																			
		Arm Time	8	BSHC *90 *1 31 7 3 1 0 0 -2 -3 -4 -5 -7 -7 -8 -9 -10 -10 -11 -11 -12 -12 -13 -13 -14																																			
		Fuse	V																																				
		Range	4																																				

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